CAPCOM

MEGA MAN™ STAR FORCE

OFFICIAL COMPLETE WORKS

流星のロックマン オフィシャルコンプリートワークス



CAPCOM

MEGA MAN™ STAR FORCE

OFFICIAL COMPLETE WORKS

流星のロックマン オフィシャルコンプリートワークス




MEGA MAN STAR FORCE
OFFICIAL COMPLETE WORKS
流星のロックマン　オフィシャルコンプリートワークス

CONTENTS

CHAPTER1 : "MEGA MAN STAR FORCE 3" DESIGN WORKS 003

"MEGA MAN STAR FORCE 3" MAIN VISUALS & CHARACTER DESIGNS 004

"MEGA MAN STAR FORCE 3" BOSS DESIGNS 072

"MEGA MAN STAR FORCE 3" A LA CARTE 091

"MEGA MAN STAR FORCE 3" GOODS & PUBLICITY ILLUSTRATIONS 099

CHAPTER2 : "MEGA MAN STAR FORCE 1 & 2" ARCHIVES 105

"MEGA MAN STAR FORCE 1" MAIN VISUALS 106

"MEGA MAN STAR FORCE 2" MAIN VISUALS 114

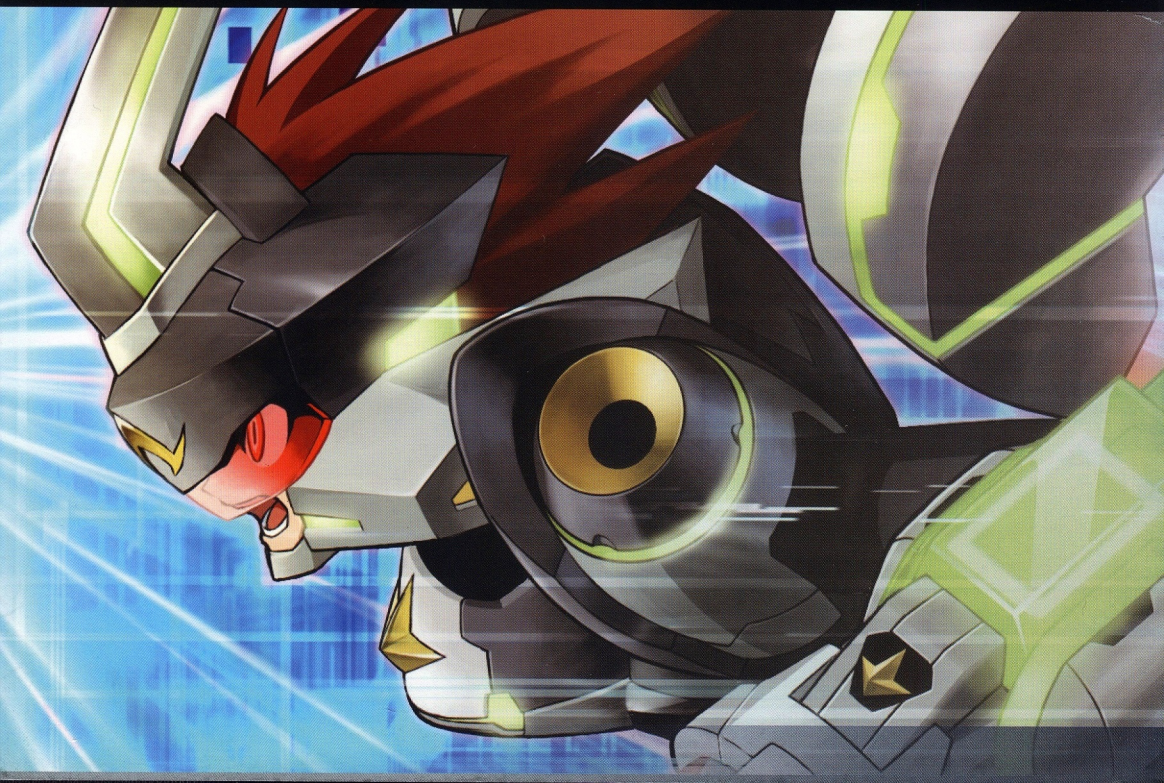
"MEGA MAN STAR FORCE 1 & 2" DESIGN WORKS 128

"MEGA MAN STAR FORCE 1 & 2" A LA CARTE 145

SPECIAL ILLUSTRATIONS 173

MEGA MAN STAR FORCE

流星のロックマン オフィシャルコンプリートワークス





CHAPTER 1 "MEGA MAN STAR FORCE 3" DESIGN WORKS

This art book is a collection of concept art, official illustrations, and illustrations for merchandise for the Mega Man Star Force series. All materials were compiled with the guidance and assistance of the Capcom design staff and graphic studio. We have included as many of the series' early character designs, rough sketches, official illustrations, and drafts as possible.

We hope you will enjoy seeing the creative process behind each character and illustration.

The comments listed with the illustrations were provided by the Capcom staff members noted below.

SHINSUKE KOMAKI

Capcom Design Studio

Responsible for the official illustrations of the "Mega Man Battle Network" and "Mega Man Star Force" series. Also responsible for the production and direction of product designs and official illustrations for "Star Force 3."

AKIKO NAKAJIMA

Capcom Graphic Studio No. 2

Joined the team during "Mega Man Battle Network 4," and stayed aboard as a character designer through "Mega Man Star Force 3."

KEIJI UEDA

Capcom Graphic Studio No. 2

Was in charge of objects for "Dead Rising," and joined the team for "Star Force 1" as a modeler. In "Star Force 2," he was in charge of designs for the boss characters and form changes.

YUUJI ISHIHARA

Capcom Graphic Studio No. 1

Responsible for the designs of boss characters, form changes, and objects in the "Mega Man Battle Network" series. In the "Star Force" series, he gradually transferred over to the background design team starting with "Star Force 2."

A collection of design art for each character, as well as package art and posters for "Star Force 3."



DATA

"Mega Man Star Force 3: Black Ace" package

I made an exclusive Mega Man pose for both the Black Ace and Red Joker packages. My design concept for these pieces was, "easy to understand but still super cool." (Komaki)



DATA

"Mega Man Star Force 3: Red Joker" package

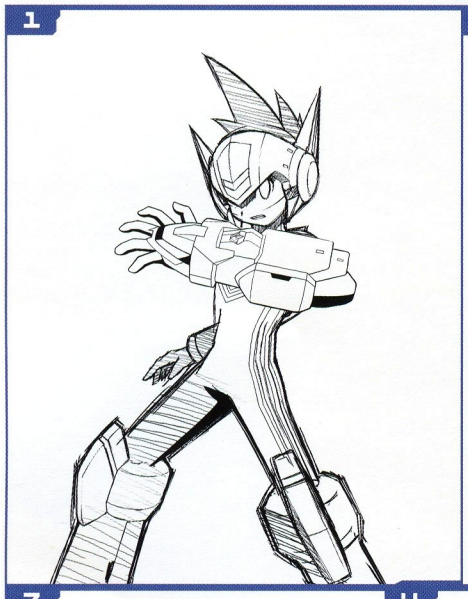


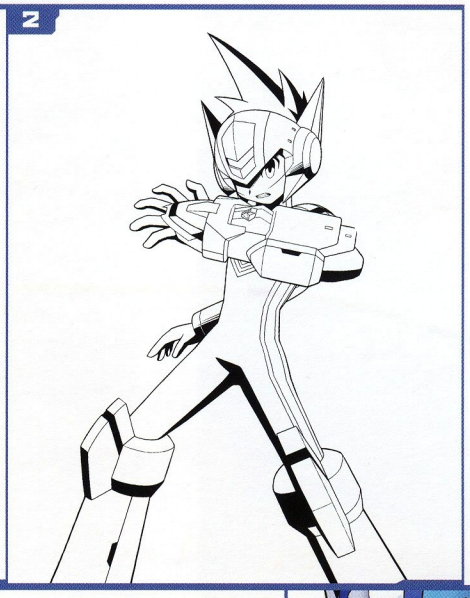
DATA

"Mega Man Star Force 3" main poster

I chose Mega Man's ultimate forms to best convey the most appealing features of "Star Force 3." With the two ultimate forms back to back, I gave both of them a powerful and divine background. I finished up Mega Man with a cel look and added Noise effects to raise the cool factor. The words "Noise Control System" that are visible on the monitor portion of his left arm were a finishing touch. (Komaki)

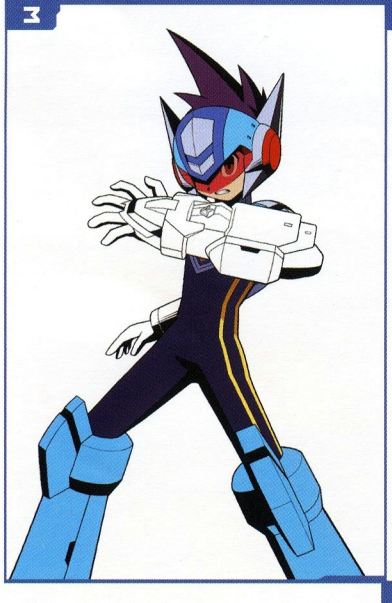
MAKING OF THE "MEGA MAN STAR FORCE 3" MAIN POSTER





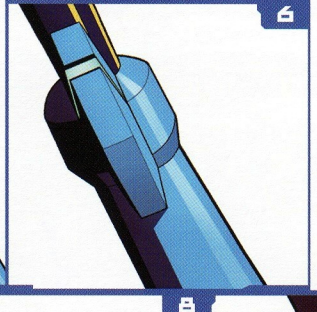
1 I started with Mega Man, who would go in the foreground of the poster. I drew up the rough sketch while considering where the shadows would go. Even at this point, I made sure I drew the Mega Buster clearly, as it was the most detailed part of the whole image.

2 I cleaned up the lines from #1, and adjusted the sizing and proportions to be what I wanted in the finished product. Since that contrast was going to end up being pretty strong, I filled in the darkest areas at this stage.









3 I added the base colors. Since Mega Man was supposed to be done in a cel style, I didn't add any gradations and just filled in the colors.

4 After finishing with the colors, I added highlights and shading to make it three dimensional in appearance.

5 The Hunter VG with highlights. I paid close attention to the parts that reflect light, and the shadows that appear darker due to the reflections. I also added the circuitry that you can see through the transparent green screen.

6 A close-up of the left leg with highlights. The part on his knee that was previously filled in with black is now green.





7 I added a blur effect to certain parts, and drew in the finishing details on the Hunter VG monitor.

8 Close-up of the head. When compared to #4, you can see that I added some blurring to the highlight on the helmet, as well as some extra shine to the visor. As you can see, each step includes numerous processes.

9 Close-up of the Hunter VG. Can you make out the words "Noise Control System?" Some more details were added here, including the reflection on the Hunter VG and the blurring around Omega-Xis' eyes.





10 A rough layout with Black Ace, Red Joker, and Mega Man in their final positions. A rough image of the Noise effects around Mega Man is also included.

11 The rough lines for Black Ace and Red Joker.









12 I started filling in Black Ace first. I color directly on top of the lines.

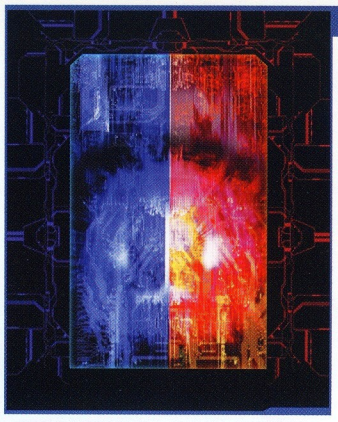
13 Close-up of the partially colored head. If you look around the hair and horn, you can see that I'll slap down the base color, then add additional colors to give it volume.

14 **15** While adding the colors, I will make adjustments to each part, such as changes in size, angle, or proportion. (You can see the differences by referring to #16 as well as the length of Mega Man's legs.) You can see the "before" and "after" stages of the chest piece in #14 and #15.



16 The first draft of the colored Black Ace.


17


18

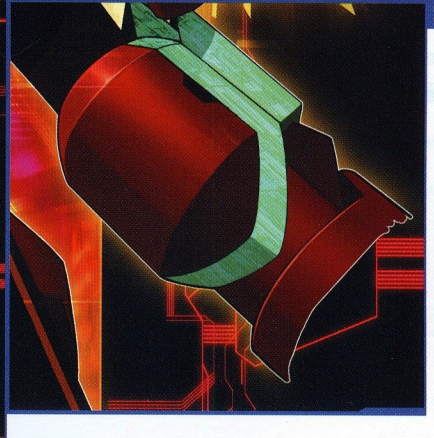

19

17 Red Joker was colored using the same process.

18 **19** Here, I added the background that I created separately. To make sure that Black Ace and Red Joker didn't melt into the background, I added solid outlines and some blurring to make them pop out more.


20


21


22

20 I brought in Mega Man, and added the Noise effects to finish him up.

21 These were the editing points I received back from Ishihara. All official illustrations involve detailed back-and-forths like this with the design team.

22 Since the image was going to be cropped for the final poster, Black Ace and Red Joker are only drawn up to their wrists.

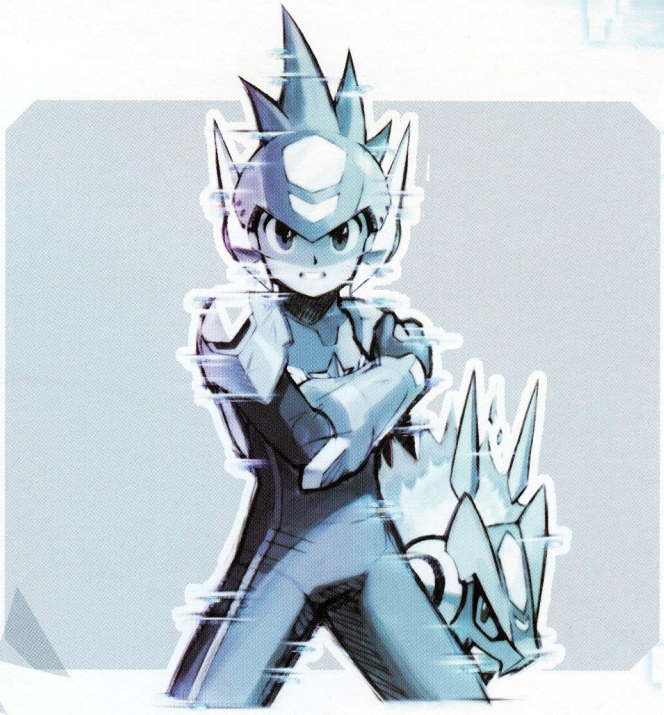


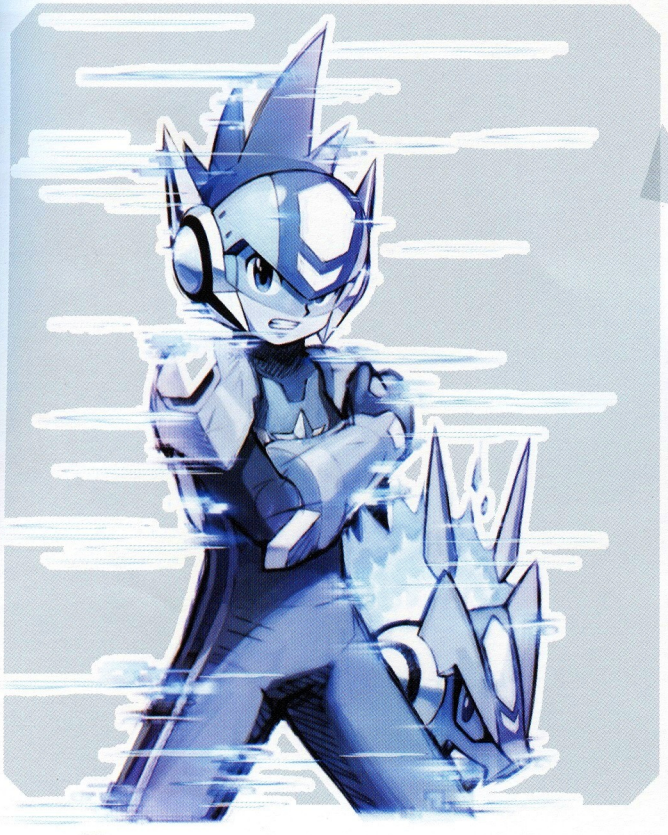
DATA

Image illustration for "Mega Man Star Force 3"

Since this was the first official image for "Star Force 3," I wanted to get everyone excited about how awesome it was going to be. After much trial and error, I finally decided on this pose. The concept was "beauty in struggle..." (Komaki)

This is the first rough draft I submitted. I wasn't planning on having Mega Man all beaten up at first, but that's the direction my conversation with Director Anma went as we were looking at this rough draft. In the end, we agreed that Mega Man apparently losing a battle would make a powerful statement as the first illustration for "Star Force 3." However, he said this Mega Man wasn't beaten up enough and sent me back to the drawing board... (Komaki)

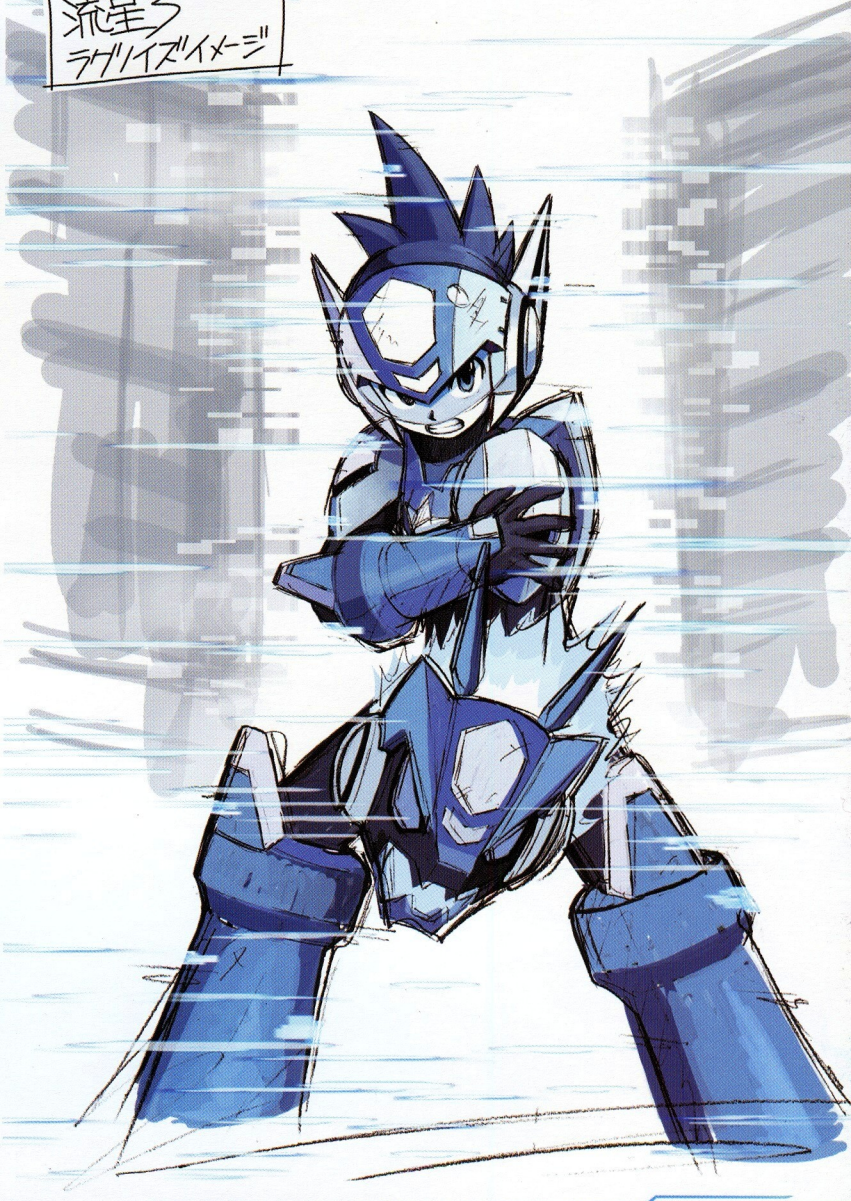




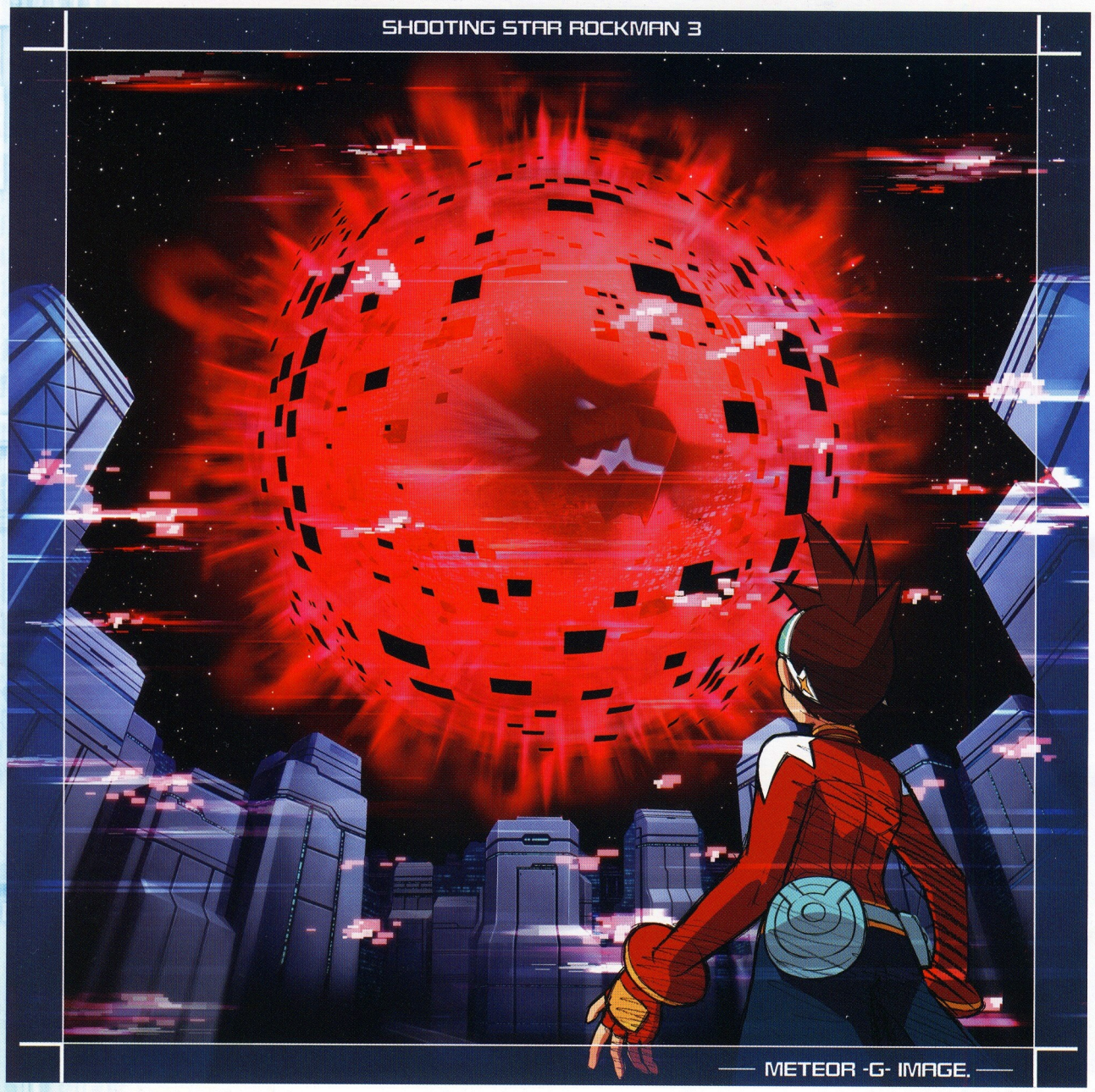
This draft was also rejected on the grounds that Mega Man didn't appear beaten up enough. (Komaki)

STAR FORCE 3
NOISE IMAGE

流星3
ラグノイズイメージ



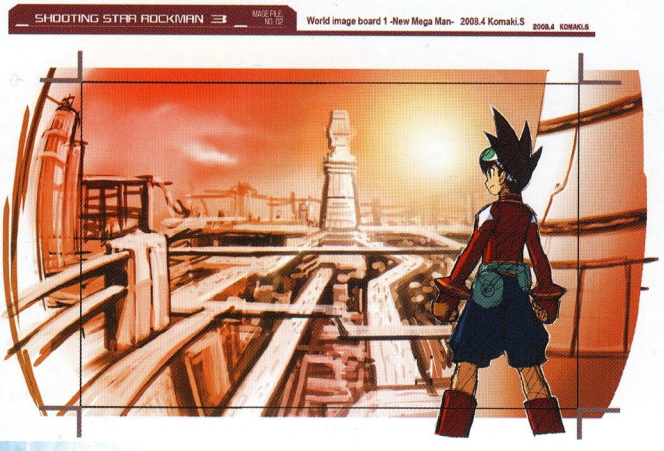
I brought the part with the most damage out to the foreground, and roughed him up a bit more. Director Anma was finally satisfied and gave me permission to proceed. (Komaki)



DATA

"Mega Man Star Force 3" world image illustration (Appearance of Meteor G)

This sketch was done to show the players Meteor G, one of the new aspects of Star Force 3's world. (Komaki)





DATA

"Mega Man Star Force 3" world image illustration

These images were created as part of a presentation to show the world of "Star Force 3" to staff members and other related personnel. I focused on clearly representing our heroes, Geo and Mega Man. These were never intended for public release, so they're pretty rough. (Komaki)



MEGA MAN (Star Force 3 version)

ロックマン

This is the form the main hero Geo Stelar takes when he combines with the alien Omega-Xis from planet AM. Due to his heroic activities, Mega Man's presence is slowly becoming known among the public. The Mega Buster's shape has changed slightly, possibly due to the fact that the portable terminal has been upgraded.

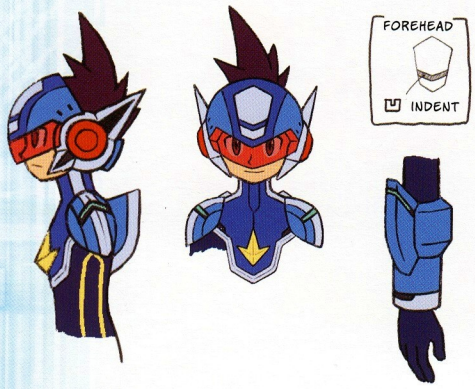
DATA

New Mega Man image illustration

This is the pose that came into my mind when I imagined Mega Man saying, "Access the satellite server!" For the layout, I wanted something that was easy to understand and made him appear larger than life. The style is a bit different from traditional Mega Man images as well in that the shadows are drawn very clearly. (Komaki)

MEGA MAN (STAR FORCE 3 VERSION)

One of the biggest changes in "Star Force 3" was the alterations to Mega Man's design. While attempting to make him even cooler than he was before, we still wanted to maintain some of that familiar flavor, so we kept his silhouette pretty simple. (Ishihara)



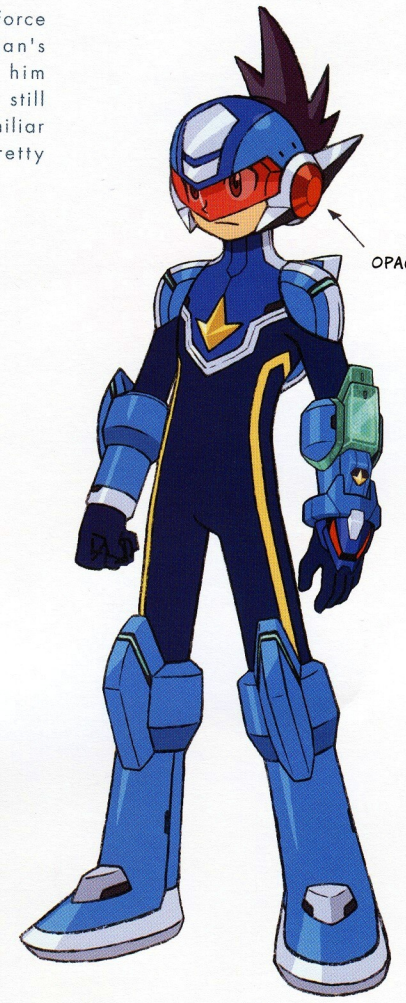
The smallest detail we changed for the official art was probably the shape of the highlights in Mega Man's eyes from ovals to triangles in order to give him a sharper look. (Ishihara)



DATA

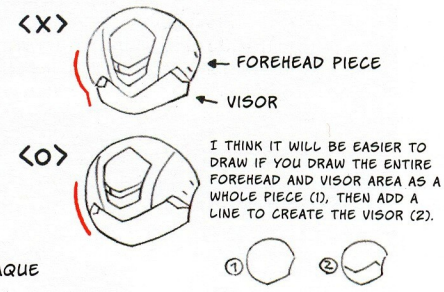
New Mega Man image illustration

This was the first piece in which the players would get to see the new Mega Man. Instead of having him looking directly at the viewer, I shifted his eye line off to the side to give him a cooler feel. (Komaki)

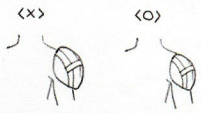


REGARDING HIS VISOR

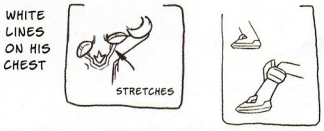
THE FOREHEAD PIECE AND HIS VISOR SHOULD CREATE ONE SMOOTH PLANE.



REGARDING SHOULDER ARMOR



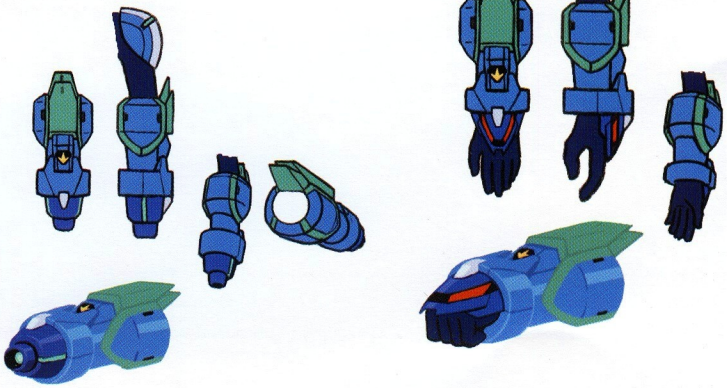
THE SHOULDER ARMOR SHOULD NOT LOOK LIKE IT'S FLOATING OFF OF HIS SHOULDER. IT SHOULD BE RIGHT UP AGAINST HIS SHOULDER, AS IF IT IS JUST A SLIGHT BULGE OF MUSCLE.





I focused on the "flow" of his body lines and the relationships between the armor pieces. Instead of having small bumps and grooves on each part, like his elbows and knees, I replaced the original smaller pieces with fewer larger pieces. A white line runs down his neck to his shoulders. (Ishihara)

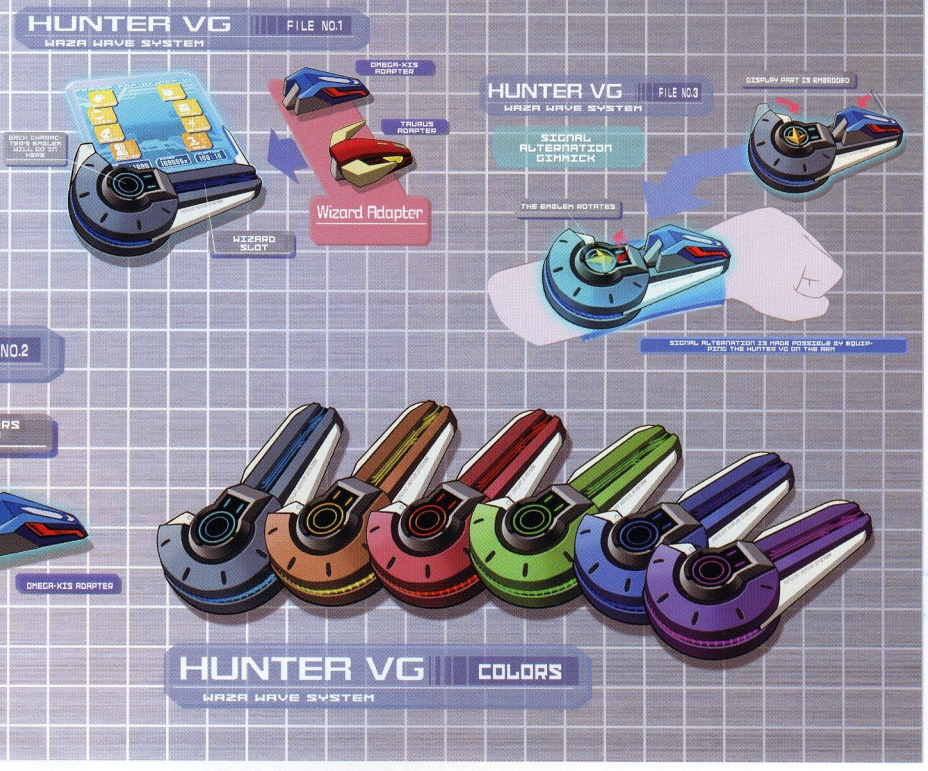
MEGA BUSTER

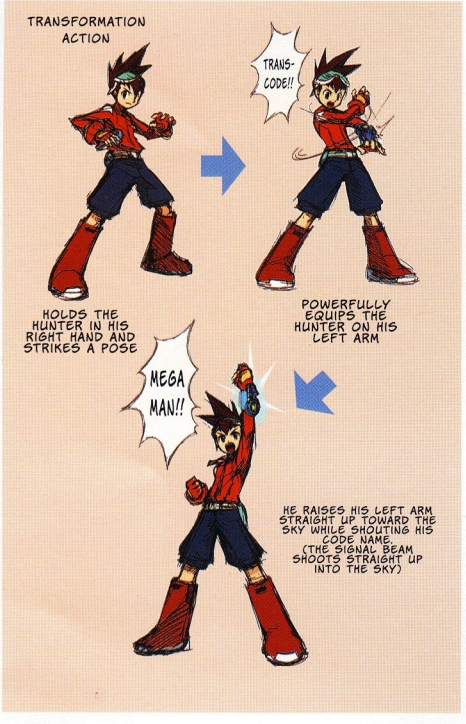


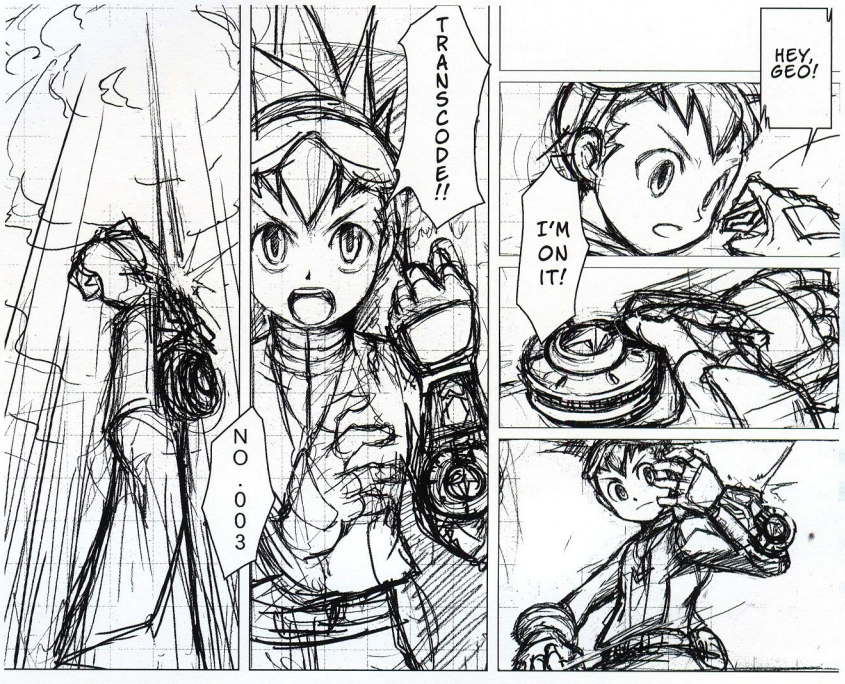
For his left arm, I mostly removed Omega-Xis from the appearance, but I did leave his eyes and had Mega Man's fingers represent his fangs to give it a bit of a beastly feel. I also added a monitor so that we could experiment with this new idea to "have an image within the image of the hero." All of the cards in his folder are installed on this unit, and the block with the emblem on it is the "folder adapter," which allows him to quickly switch between folders in battle. (Ishihara)

HUNTER VG

Items like the Hunter VG are usually designed by the development team, but they handed the duty over to me this time around. I was told that it's supposed to be an advanced terminal evolved from the Transer and Star Carrier, so I went with an extremely simple shape and used gimmicks like transformation and the Wizard Adapter to make it interesting. (Komaki)







DATA

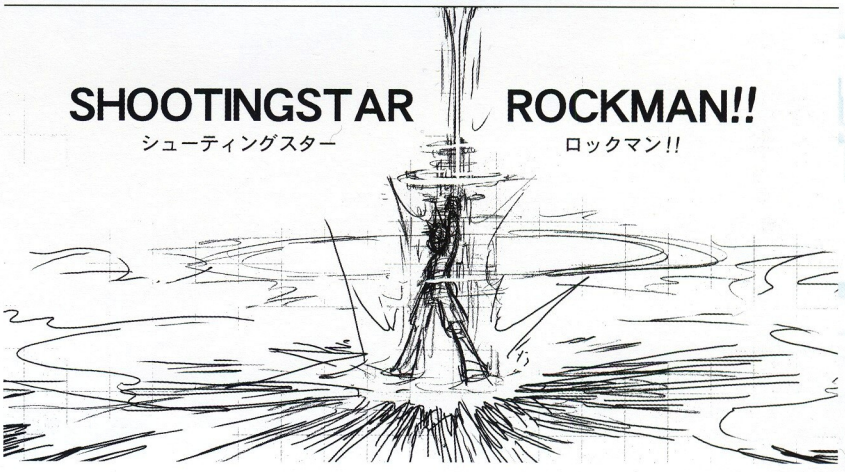
A rough sketch to explain the transformation process

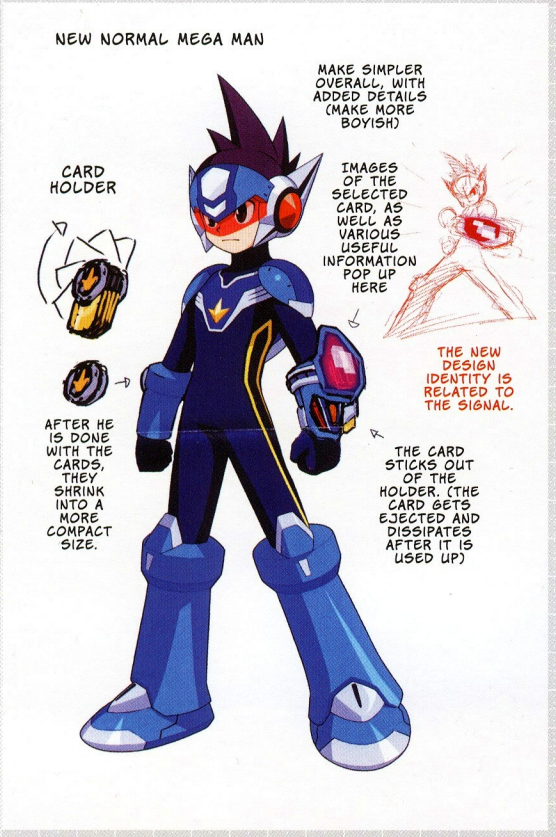
Starting with "Star Force 3," Geo transforms using the Hunter VG. This illustration was used to help the development team get an idea of the timing and actions involved in Geo's transformation. (Komaki)

DATA

A manga-style representation of the transformation process

I originally did this piece as practice, to get a better idea of the new system. It ended up being used in the promotional video because it seemed to convey the feel of the transformation well. (Komaki)



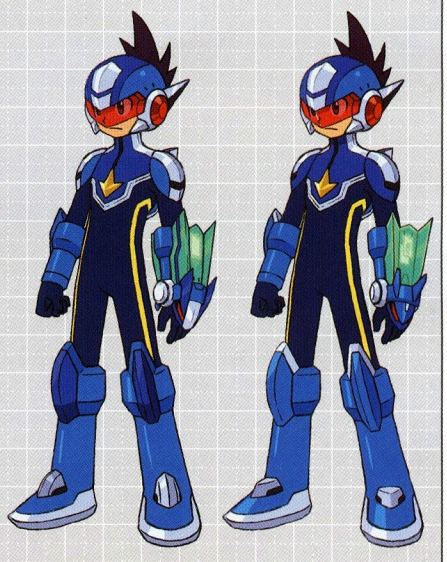


Design notes by Komaki. There are notes regarding the new design of the block on the left arm, as well as ideas regarding the different parts of Mega Man, who is still based on the Mega Man concept from the previous two games.

With the previous Mega Man literally having a face on his left hand, he had a certain puppet theater appeal for the younger audiences. The one major drawback of this design was that the need to show this "face" led to pose restrictions when laying out illustrations. With "Star Force 3," we wanted to emphasize the virtual world and network of the series a bit more, which led to some alterations in Mega Man's character design. This also provided us with the opportunity to increase the amount of details and features in the overall game world, which we hoped would help attract an older player base to "Star Force 3." (Ishihara)



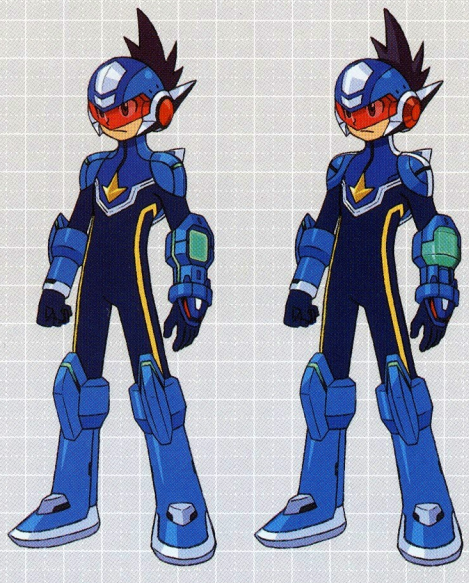
This is an early draft of Mega Man, with all of the new ideas just tossed in together. The general form seems to have been basically determined by this point.



With the base lines colored in, the focus turns to the finer details like color selections, the Mega Buster's shape, and other details.



An updated design draft by Komaki. This design was not used as the final; the lines around the Mega Buster were made slightly cleaner, and Mega Man's visor was cut at a sharper angle.



Personally, I quite liked the color scheme on the left-hand version, but it was deemed a bit too boring. (Ishihara)



The new Mega Man, nearly completed. Additional concept art further refined the details from here.

VIRGO NOISE

The visor is shaped like Queen Virgo's and is the main feature of this Noise Change. Similar to Queen Virgo, this form takes on the element of water and focuses on defense.











WOLF NOISE

Wolf Woods' attributes are captured in this Noise Change. This form offers the speed and agility associated with Wolf Woods.

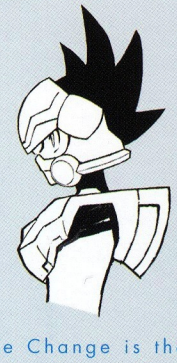






TAURUS NOISE





The main feature of this Noise Change is the brilliant set of horns, Taurus Fire's pride and joy. With extremely durable super armor, this form relies heavily on its brute strength.

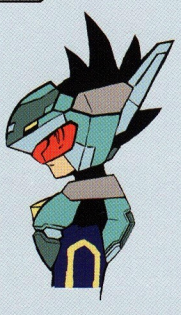






OPHIUCA NOISE





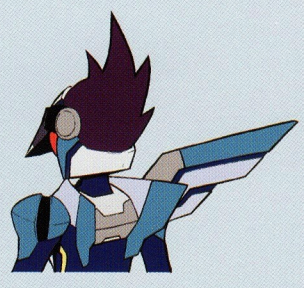
Imbued with the power of Queen Ophiuca, this Noise Change offers high resistance against status-altering attacks. This form didn't take a lot of physical cues from Queen Ophiuca, but you can see some of her influence in the shape of the shoulder guards.





CYGNUS NOISE





With wings and a beak, it is obvious that this Noise Change is based on Cygnus Wing. The wings allow Mega Man to float, which keeps him safe from dangerous floor panels.





CANCER NOISE



This forehead piece will never come off, but this is what it looks like underneath it.

This Noise Change shares some of Cancer Bubble's abilities, like his bubble attack. If you look closely, you can see that the shoulder guards are shaped like crab claws.







CROWN NOISE

As with Crown Thunder, this Noise Change's element is lightning. The helmet is colored to look like a crown.







CORVUS NOISE

The shapes of Jack Corvus' wings can be seen in the helmet and shoulder armor of this Noise Change's design. This form specializes in fire attacks.



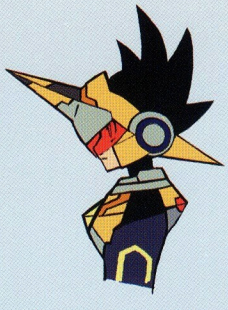






GEMINI NOISE





Gemini Spark's most unique features were located on his head and shoulders, so it was natural for this form to borrow those features. As expected, this Noise Change utilizes the element of lightning.



LIBRA NOISE

As with Libra Scales, this Noise Change does not specialize in any particular element. The round shoulder guards represent Libra Scales' balance plates.







OFFICIAL ARTIST













Though Rogue's design was very round in general, this Noise Change's design focuses on straight lines. With the exception of the head piece, this form is quite simplistic in design. (Ueda)

ROGUE NOISE

Obtaining this Noise Change takes some special requirements. It is a combat form that makes use of a sword, similar to Rogue himself.



OFFICIAL ARTIST



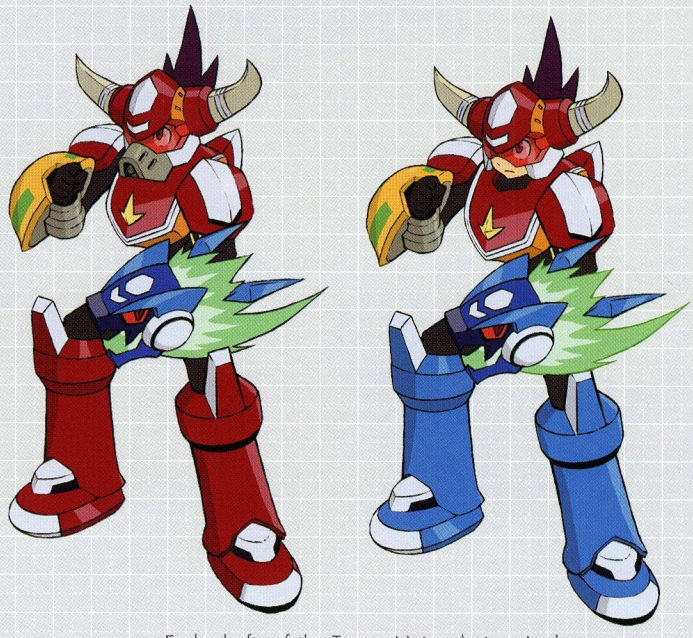
DATA

Rogue Noise image illustration

I wanted this image to scream "Rogue Noise has arrived!!" I wanted the players to consider this the other ultimate transformation. With the posing and aura giving off a "dark hero" vibe, the general layout of this piece turned out to be quite simple. (Komaki)

We wanted to make these Noise Changes unique, so we focused on the variations between the forms and the ability to customize their appearances. We used to alter the appearance of the entire body for transformations, but due to scheduling concerns, we had to limit the alterations to the upper body in order to grind out the maximum number of variations. (Ueda)





Early drafts of the Taurus Noise design. In the above two images, the Mettenna virus was turned into a weapon for this Noise Change.

Early on, we were playing with the idea of allowing the player to Noise Change using the regular virus characters as well, but we didn't have enough time for that, so we limited the Noise Changes to boss characters only. (Ueda)



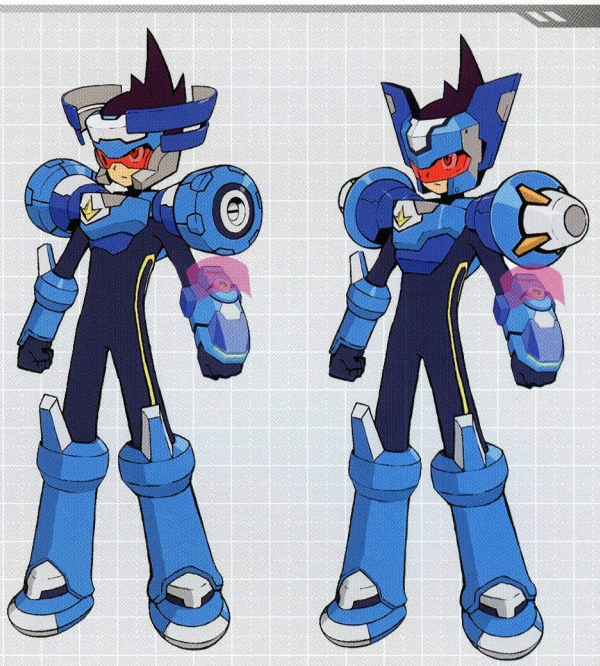
These are the early design drafts of the Cygnus and Virgo Noise Changes.

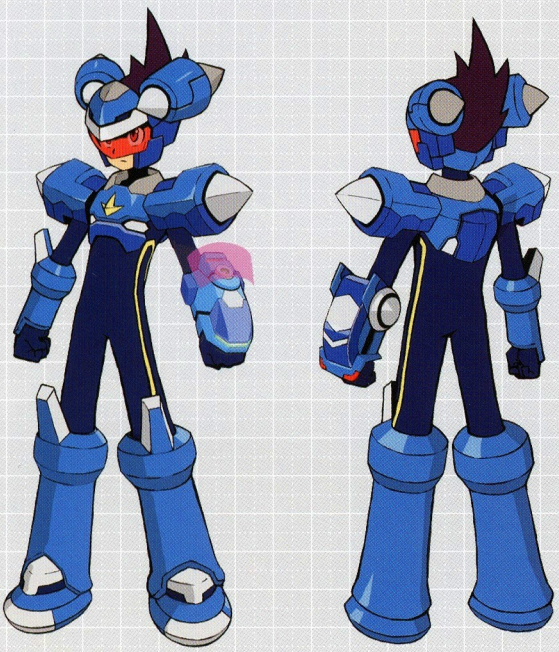


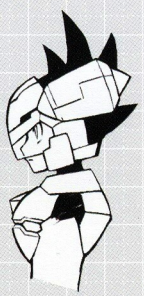
Early drafts of Wolf Noise. The design of the shoulder armor was more sedate here.

Since the player would be seeing Mega Man's back more than anything, we wanted to concentrate the form variations on the back area of his body, but that area turned out to be much smaller than we expected on the in-game 3D model. So we decided to focus on the shoulders to really make the transformations noticeable. (Ueda)

Early Libra Noise designs. Notice the different design ideas that were considered when trying to bring in Libra Scales' appearance to the head and shoulder areas.







An early design concept for Ophiuca Noise. The pieces on either side of Mega Man's head are taken from Queen Ophiuca's design.





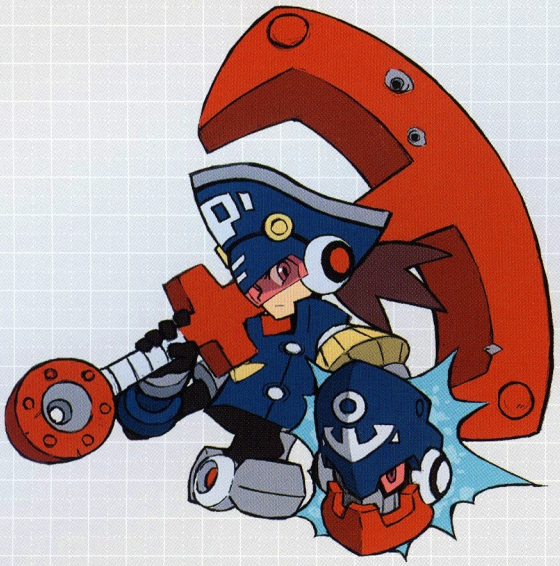
This is an early draft of the Crown Noise design. The above design was for Harp Noise, which did not make it into the final game.

This Crown Noise draft was ultimately rejected, but it did set the tone for our sharper Noise Change designs, and it also showed us how to bring in design elements from the original characters into the Noise Changes. This illustration became the foundation for all of the future Noise Change designs. I wasn't sure whether to go with a cool look or a cuter look for Harp Noise, but it ended up getting rejected altogether anyway. Personally, I think it would have been nice to have at least one Noise Change with a more feminine flavor. (Ueda)

An idea for alternate colors for Rogue Noise.

Early on, the visor was going to be green, but it was switched to blue for a cooler look and to better suit the Mega Man color scheme. (Ueda)

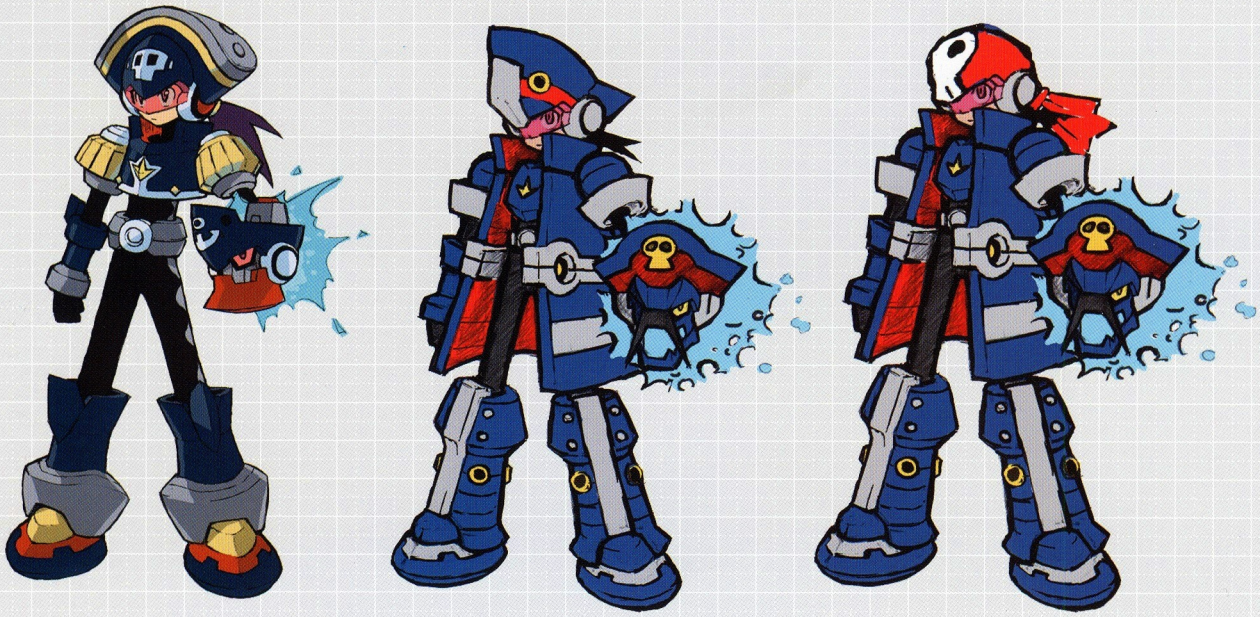




PIRATE MEGA MAN

Before the developers had decided on the Noise Change system, they considered this new Tribe form, tentatively called Pirate Mega Man.

This is the Tribe transformation for the pirate Tribe. The pirate theme led to images of a giant pirate ship and a pirate captain wearing an oversized pirate hat. Since the Mega Buster's appearance changes with each Tribe transformation, I wasn't sure whether to bring the pirate captain motif in on Mega Man's head or arm, but when I considered the fact that having the pirate captain as the buster made it seem like the captain was controlling Mega Man, I settled on having the buster shaped like a ship instead. (Ueda)



ANGELUS MEGA MAN

This Angelus Mega Man design was done at around the same time as the Pirate Mega Man design. This is the foundation upon which the final "ultimate transformation" was built.

This transformation comes from an angel-based Tribe. The name says "Angelus," but the design was more inspired by Cupid. If you look at Omega-Xis from above, he is shaped like a heart. The crossbow on Mega Man's right arm was going to fire bolts loaded with explosives, so that each bolt caused a giant explosion on impact. (Ueda)





DATA

Mega Man without trimming, for package art

This is the main image of Mega Man without the Noise effect added. This image was used for numerous posters and merchandise.



DATA

"Mega Man Star Force 3" main illustration type 2



DATA

"Mega Man Star Force 3" poster illustration



DATA

Noise Change image illustration



DATA

"Rockman Summer Festa" A2 poster illustration for pamphlet

This poster was used as the cover for the Rockman Summer Festa pamphlet. Several effects were added to the Noise Changes to make them seem more like virtual entities. (Komaki)



DATA

Mega Man Star Force 3 Merge Out Variations -100-

MERGE OUT VARIATION -100-

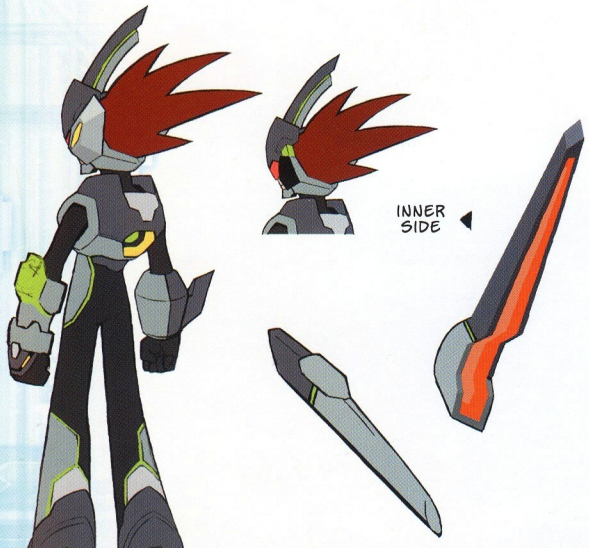


This is a large illustration showcasing all the Noise Changes with their Merge Out color variations. I aligned each body by hand, so it took an insane amount of time to get them all just right. Just as I was finishing up, Director Anma came by and asked me to change the order of the line-up... I thought I was going to pass out right then and there. (Komaki)

BLACK ACE

This is one of the forms granted to Mega Man by highly-concentrated Noise. It is one of the ultimate transformations, otherwise known as Finalized Noise. Its special move, Black End Galaxy, involves Mega Man splitting his enemy in half with a large two-handed sword.

With an illustration by the product designer as a base to work off of, I finished up this design with a theme similar to Acid Ace. Since the main color is black, I went more for a cool look than a flashy appearance. I made sure that the wings on Mega Man's back stood out the most as the key feature of this design. (Ueda)



I made the wings and other parts end in sharp points in order to give the overall design a sense of speed. (Ueda)

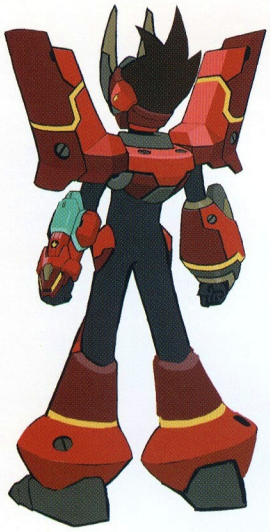




RED JOKER

Mega Man's other ultimate transformation. The special move for this form, Red Gaia Eraser, involves Mega Man turning Noise into a deadly laser with which he burns away his enemy.

I based this design on an illustration by the product designer, just as I did with Black Ace. This design is similar in theme to Dread Joker. In contrast to Black Ace, this form's strength lies in its physical brute force, so I added volume to its arms and legs. (Ueda)







Though the overall theme of this design goes in the opposite direction of Black Ace, I did give the two designs a few common aspects to make it obvious that they are equals as far as power is concerned. Those common aspects include things like the general build, the glowing lines surrounding the body, the large horns, and the parts on Mega Man's back that emit Noise. It was harder than I expected to come up with something for the Red Joker form's back that would rival Black Ace's impressive glowing wings. (Ueda)

Prototype Design.

1 PROTOTYPE DESIGN

All of the designs that appear in the "Mega Man Star Force" series are the product of many discussions and brainstorming sessions between the producer, director, design studio, and development team. These pages reveal the many steps leading up to the final designs for Black Ace and Red Joker.

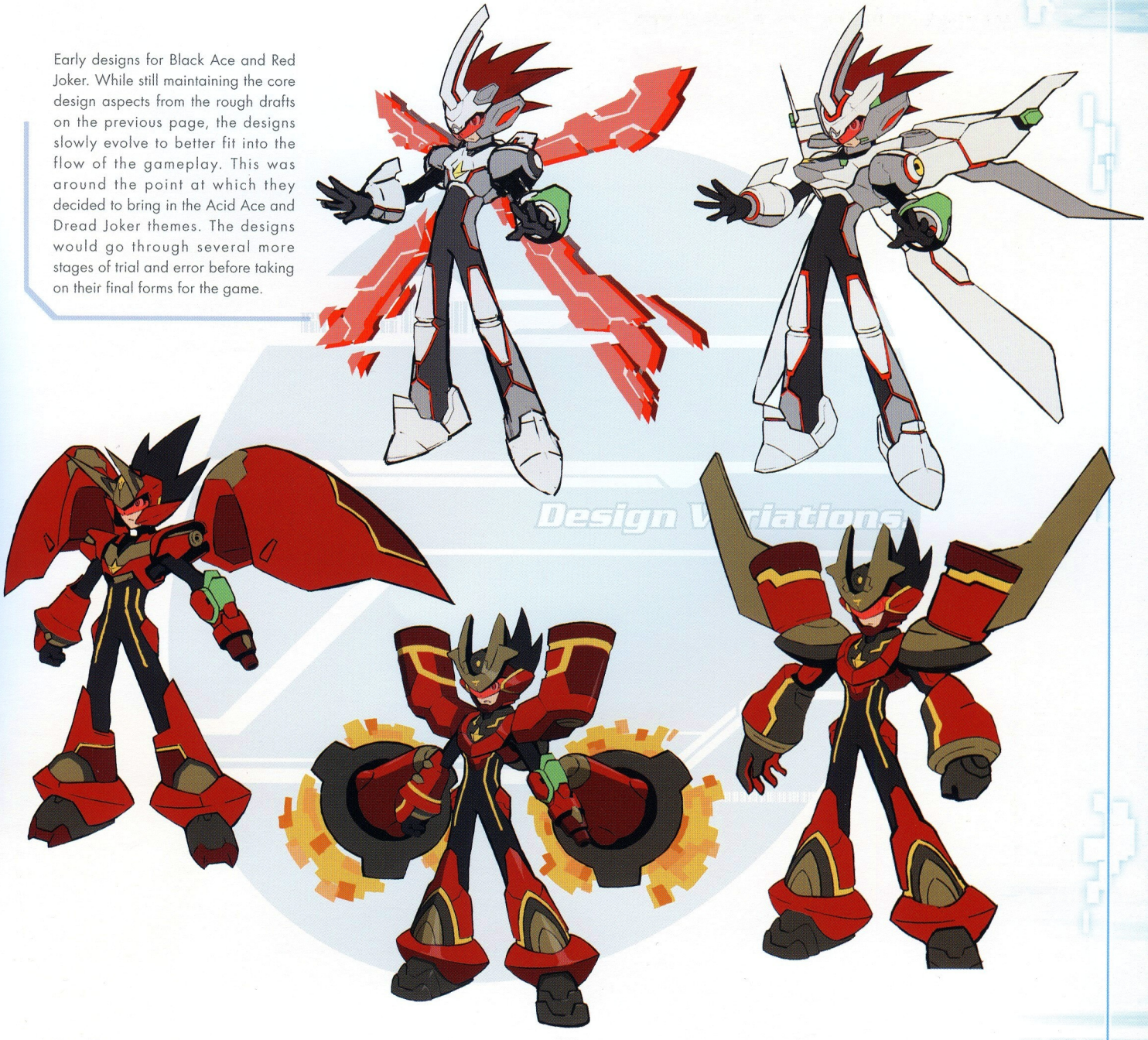




These are the prototype drafts created by Komaki, under the direction of the producer and director. He has magnified the key points of the designs, and also included a few notes to better communicate their most important aspects.

Since "Star Force 3" was going to be released in two versions, I carefully pursued the two distinct design directions for the two ultimate forms. Black Ace has a straightforward "coolness" factor, while still being a pretty dark character. Red Joker, on the other hand, has a pretty rough and bulky silhouette, but also conveys a certain amount of confidence. (Komaki)

Early designs for Black Ace and Red Joker. While still maintaining the core design aspects from the rough drafts on the previous page, the designs slowly evolve to better fit into the flow of the gameplay. This was around the point at which they decided to bring in the Acid Ace and Dread Joker themes. The designs would go through several more stages of trial and error before taking on their final forms for the game.



2 DEVELOPMENT DESIGNS



These are the finished designs that were used for development. Other images were done with additional detail for modeling and publicity purposes.

3 PUBLICITY ILLUSTRATIONS



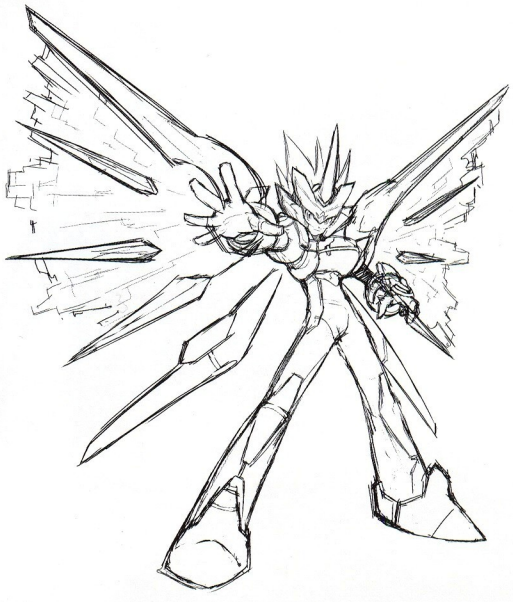
These official illustrations were also done by Komaki. Poses and effects that would best bring the designs to life and show off their key attributes were added to offer the most powerful impact possible when releasing these early game teasers through various media outlets.

MAKING OF THE OFFICIAL BLACK ACE ILLUSTRATION

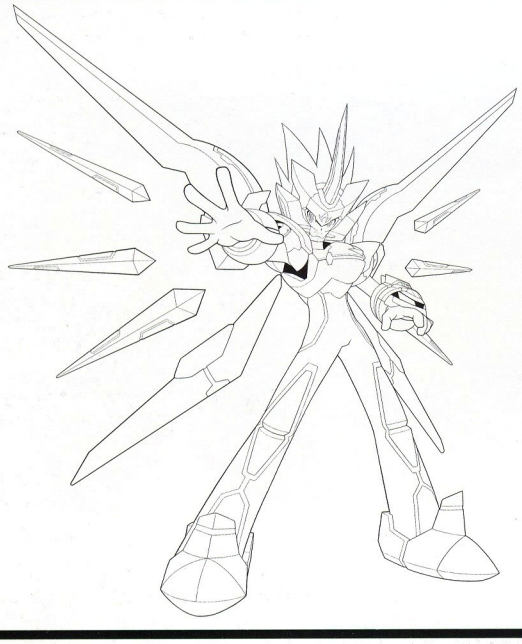
1



2



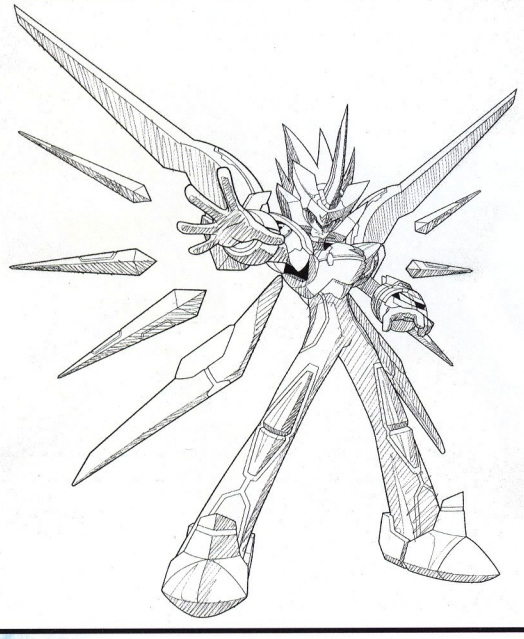
3



4



5



1

This was the color rough approved by the producer and director. This image was used as a base to prepare the line art.

2

The colors are removed from #1 to show the lines. These lines are traced to create the line art for the final piece.

3

The completed line art. It can be quite difficult to maintain the original version's atmosphere and depth in a simple line drawing.

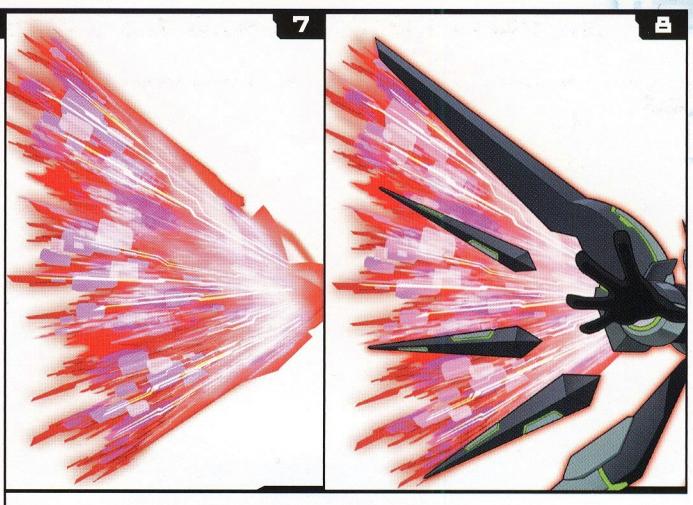
4

The base colors are filled in while referring to the concept art.

5

The line art is printed out, and "shadow guidelines" are put in to give an idea of how the shadows will look in the final piece.

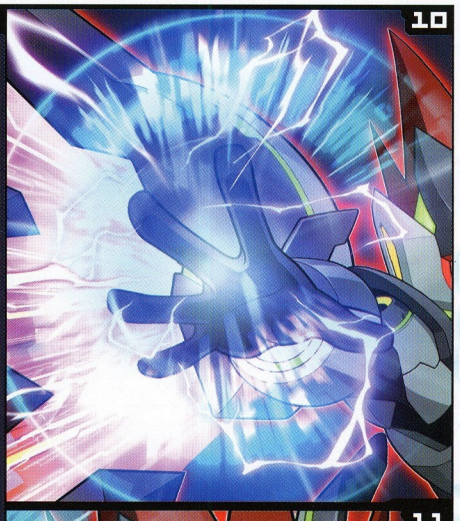




6 With the guidelines as a reference, shadows are added to the image with the base colors (see image #4). Each part is given texture at the same time.

7 **8** The Noise effects are added at the same time the main body is colored. These elements are then combined with the wings. To give the appearance that there is an endless stream of data spouting out of the wings, many blocks of various sizes are layered on top of one another, with numerous filters adding to the effect.







9 Effects and highlights are added to certain areas to complete the image.

10 Close-up of the light around Mega Man's right hand. As with the wings' Noise effects, many filters were used to create this effect.

11 Close-up of the face. The finer details like the reflection and blurring of the shine on the visor are visible here.



By the time this art book began production, the images for the cover had already been completed, so putting the cover together was a pretty quick and painless process. The front cover has Black Ace standing silently, while emitting an undeniable aura of immense power. Similarly, Red Joker appears on the back cover, silent yet brimming with power. (Komaki)



DATA

Cover art for "Mega Man Star Force Complete Works" (exclusive art)



DATA

Cover art for "Shooting Star Rockman 3
Ultimate Guide Book - Battle Black Box"



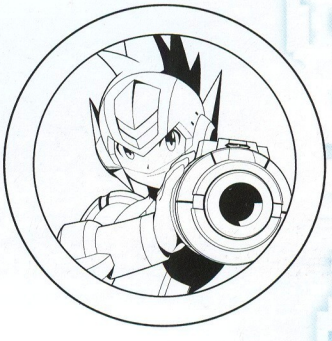


DATA

Advertisement illustration for the "Shooting Star Rockman 3 Wave Masters 2009" national tournament

The main concept behind this illustration was to show the true face of the "Mega Man Star Force" series, which was initially considered to be a series that simply carried on the "Mega Man Battle Network" gameplay style. For this purpose, I placed a side-scrolling battlefield in the foreground, with two normal Mega Mans facing off in a fight. This was meant to represent the very moment in the tournament when the champion would be determined! (Komaki)





DATA

Illustrations for the "Wave Masters 2009" award medals

Since these were going to be line drawings, I wanted the images to be simple and clear. I made sure the Mega Man depicted on each medal was both cool and full of energy, so that the winner's joy would be further enhanced upon seeing their medal. (Komaki)



DATA

Cover art for "Shooting Star Rockman 3 Data Book - Secret Satellite Server"

This is an image of Geo scanning the satellite server. To represent the satellite server as a tower made of Battle Cards and other data, I stacked layer upon layer of tiny digital effects and gave them some shine. To make the Battle Cards more interesting to look at, I used many card images that actually came from "Star Force 1" and "Star Force 2." (Komaki)

GEO STELAR
星河スバル

The main character. In this title, he experiences many events that are familiar to elementary school students, like a field trip and a student council election. While working his way through these mundane life events, he is once again asked to bear the fate of the world upon his young shoulders...



DATA

Key visual for Geo and Omega-Xis

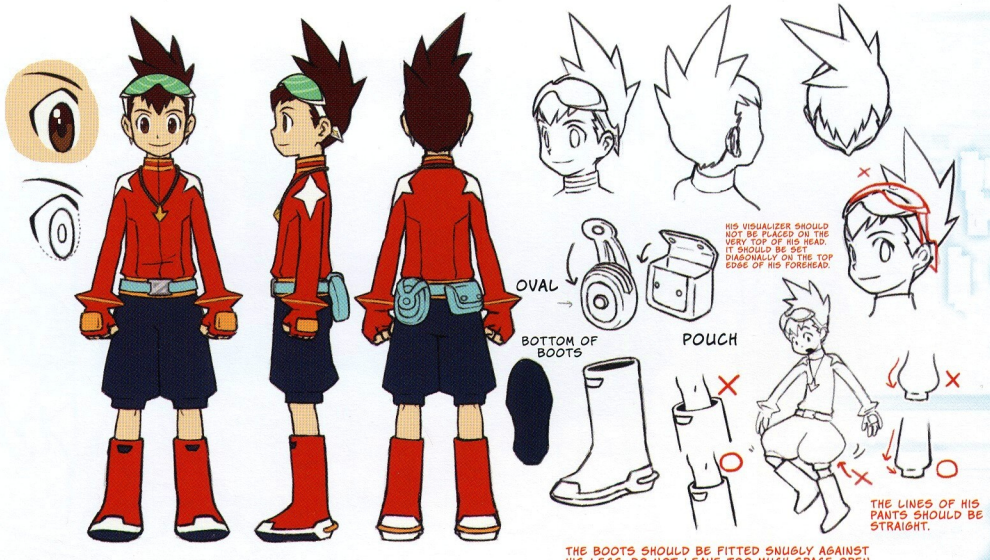
The rough draft below is something I did as a request/reference for the design studio staff before they came out with a design for the pairing of the operator and their virtual counterpart. I put a lot of my own thoughts into this image, as this is both how I see and how I want to see the relationship between Geo and Omega-Xis conveyed. I hoped to show Geo's courage and inner strength. Having Omega-Xis poised behind Geo with a hand on his shoulder was meant to express their unspoken but powerful sense of loyalty to one another, while also instilling a bit of nervousness in the viewer regarding Omega-Xis' obvious size in relation to Geo. (Ishihara)



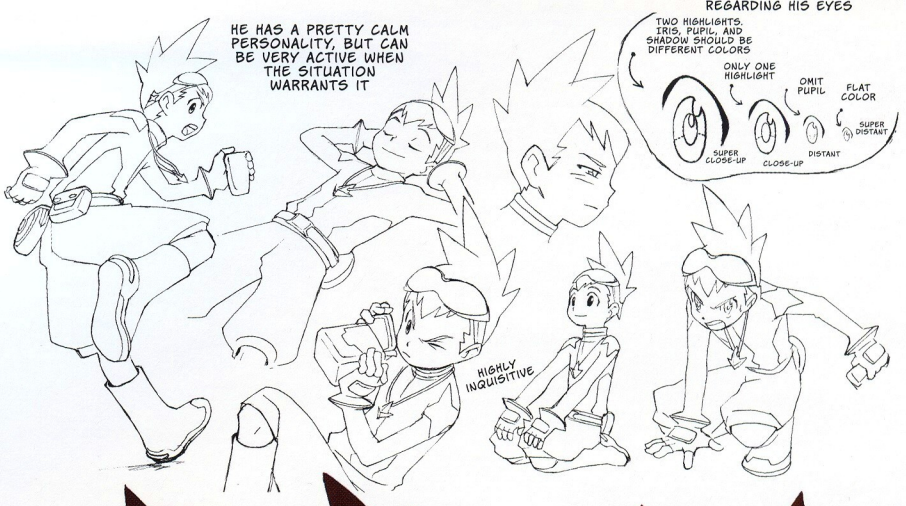
DATA

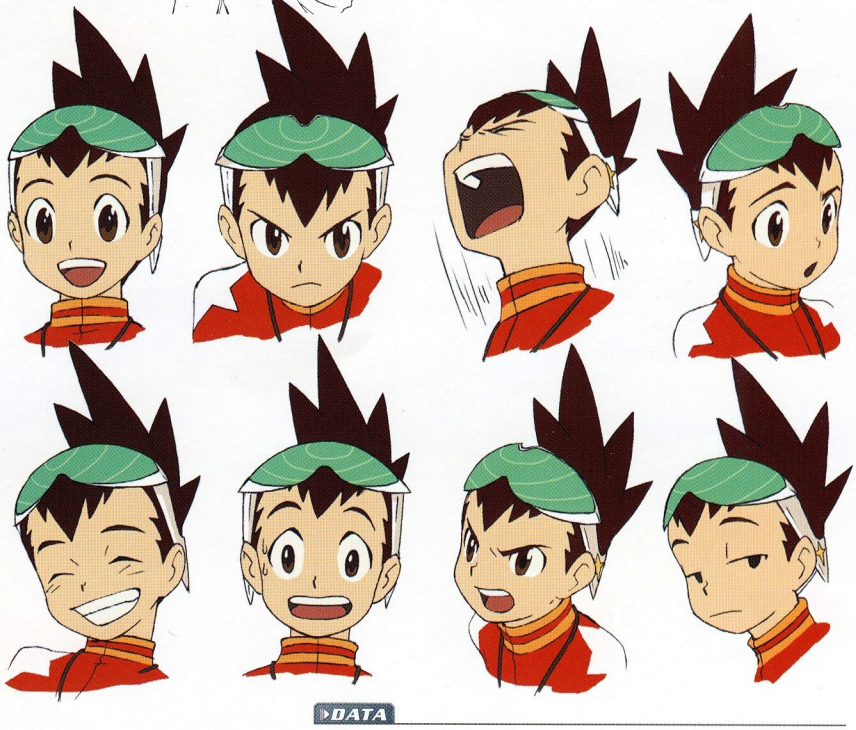
Geo concept art for "Star Force 3" (1)

The design drafts for "Star Force 1" were a bit vague in some areas, and the art seemed to change over time, so I redrew these reference images from scratch. Of course, the images for "Star Force 1" were the result of some very serious trial and error, and they were certainly the best that we could offer at the time. However, redrawing designs from square one after all this time had passed made it easier to spot my own mistakes, the details I had once overlooked, and the finer details that I had previously been confused by. I was thoroughly ashamed by my own obvious limitations. (Nakajima)







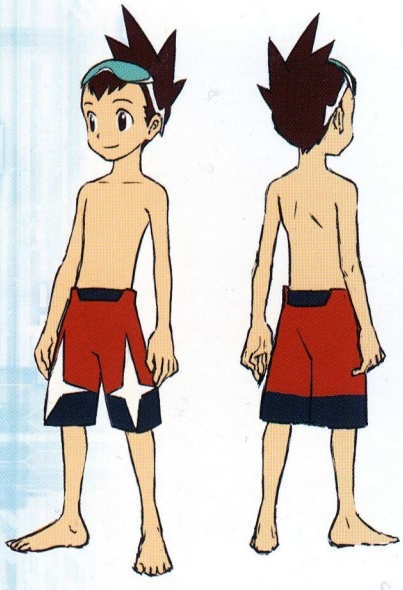


DATA

Geo concept art for "Star Force 3" (2)

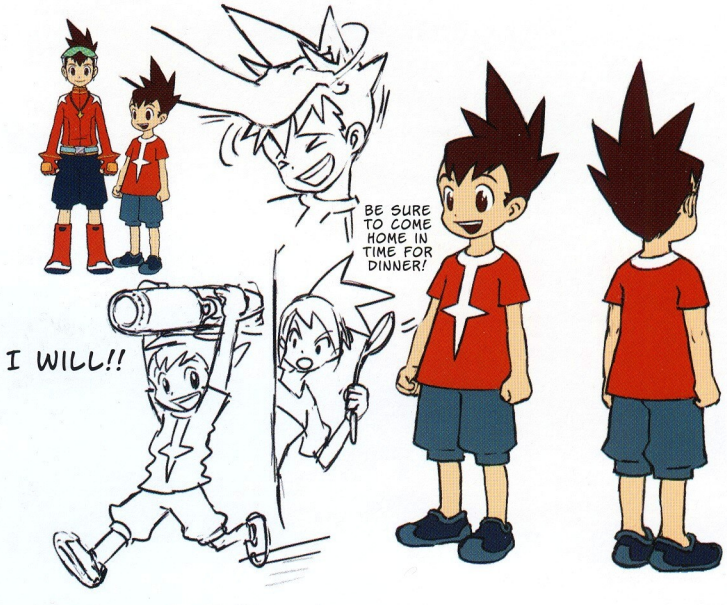
Since Geo's concept art for "Star Force 1" mostly consisted of worried or troubled facial expressions, I added a few expressions that better represented his energetic personality. (Nakajima)

GEO (SWIMSUIT)



GEO (7 YEARS OLD)

This is what Geo looked like just before Kelvin's accident. He was in 2nd grade at the time.



OMEGA-XIS (STAR FORCE 3 VERSION)

ウォーロック（『流星３』版）

An intelligent electromagnetic (EM) wave-based extraterrestrial from planet AM. In this game, his form has changed slightly due to the fact that the terminal in which he resides, the Hunter VG, is more advanced than the Star Carrier, the last terminal he occupied.

This is the concept art that was used for the menu display screen. For "Star Force 3," Omega-Xis was made taller than he had been previously, and we also straightened his posture a bit to give him a more dependable and handsome appearance. The signal effects (the green stuff) were drawn a bit differently as well. Personally, I felt that Omega-Xis should have been more popular, so I particularly liked "Star Force 3" because he had a bigger role in it. (Ishihara)

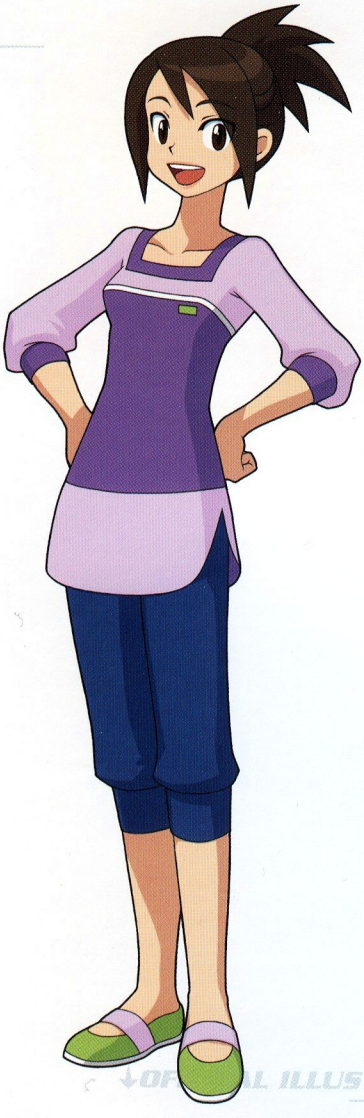


OFFICIAL ILLUST

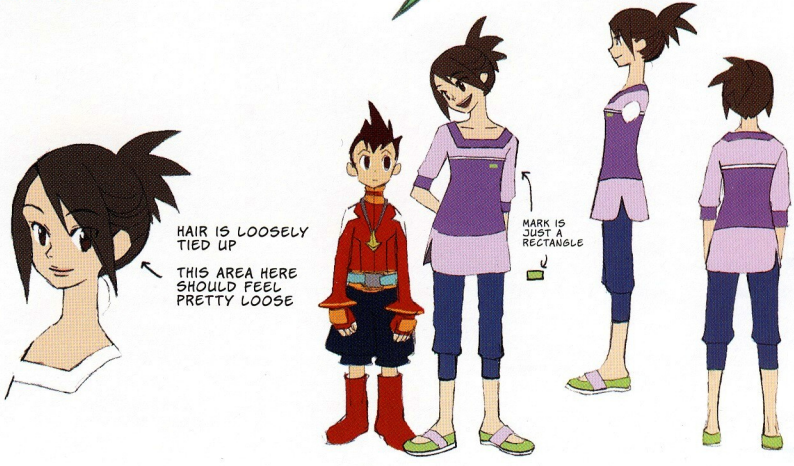
HOPE STELAR

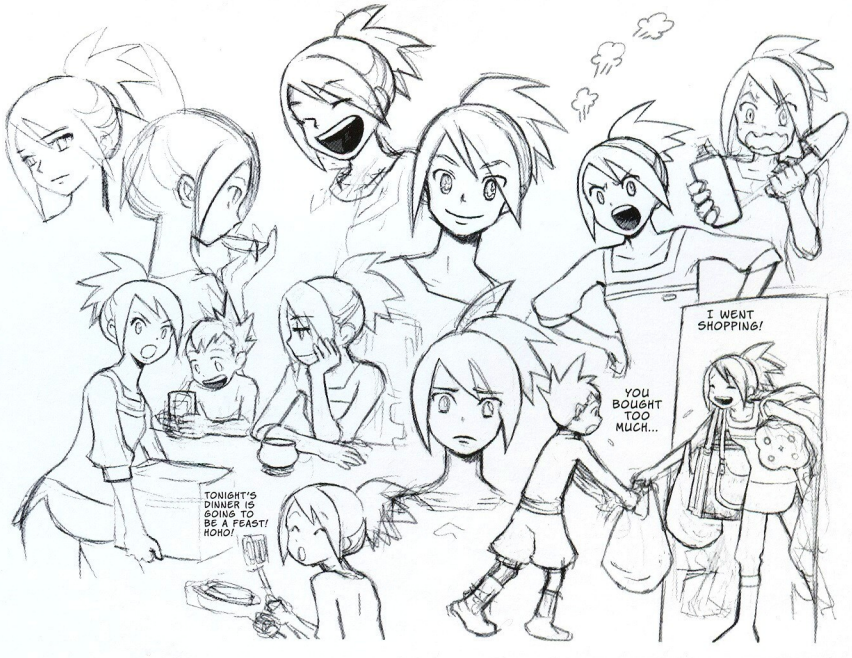
星河あかね

Geo's mother. She does not know that Geo is Mega Man, and is therefore understandably concerned when her son gets involved in strange incidents or disappears suddenly without explanation.



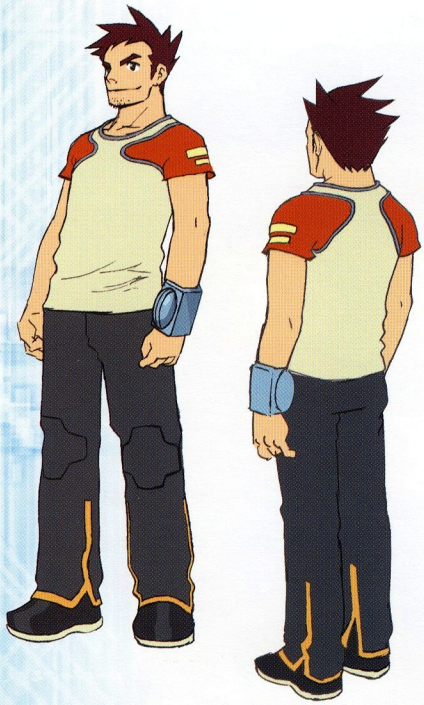
OFFICIAL ILLUST





KELVIN STELAR
星河大吾

Geo's father is an astronaut. He went missing a few years ago during an accident aboard a space station.

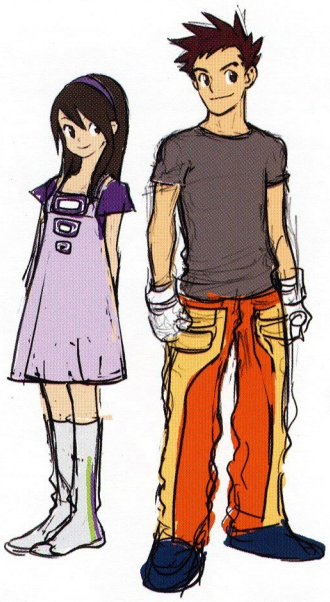








I was randomly drawing family scenes and such for Geo, to get a better idea of his background, which actually turned out to be good practice for deciding what Kelvin would look like. Since he no doubt went through rigorous training to become an astronaut, I gave him a pretty powerful build. At the same time, however, I gave him a rather boyish hairstyle to express his more innocent side, the part of him that dreamed of becoming an astronaut. He tends to have lively facial expressions, and he is the kind of guy that instills a sense of joy and optimism in you when you're around him. (Nakajima)



HOPE AND KELVIN, 11 YEARS AGO

An image of how Geo's parents appear in a memory sequence; in this case, just after Geo was born.

EARLY DESIGNS & ROUGH SKETCHES



An early design draft of Hope. Her frank and easy-going personality (as well as the more serious expressions she sometimes shows) were pretty well-determined at this point.



I drew Hope as an energetic and bright woman, the kind of person capable of supporting and guiding Geo during his father's absence. The main focus of her fashion and hairstyle is mobility, as she needs to be able to go running off on short notice. Despite this heavily practical side to her personality, I also gave her a faint layer of lipstick, as I'm sure she gives at least a little thought to her outward appearance. (Nakajima)



DATA

"Mega Man Star Force 3" main visual

This is the illustration you see in the opening sequence of "Star Force 3." This is a tense scene, where Geo and his friends are facing off against an overwhelmingly large enemy. I made the road look as realistic as possible, while placing a blue layer over the background to give off a calm and silent tension. Through this image, we wanted to show the players that Solo and the new character, Ace, would be fighting alongside the main character as well. (Komaki)

LUNA PLATZ

白金ルナ

The good old "class president." In this game, Luna is running for the title of student body president. To aid her campaign, she gets Geo and the others to help her found a Team called "Luna 4 Prez." With her Team supporting her, Luna proceeds to get mixed up in numerous incidents during the game.

This illustration was done for the instruction manual. I did three versions, each with a different facial expression. I wonder if anyone noticed that her facial expression in the Black Ace instruction manual differs slightly from her expression in the Red Joker manual... (Komaki)

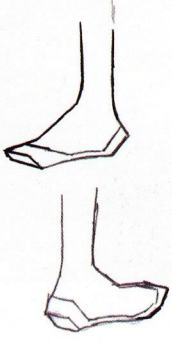


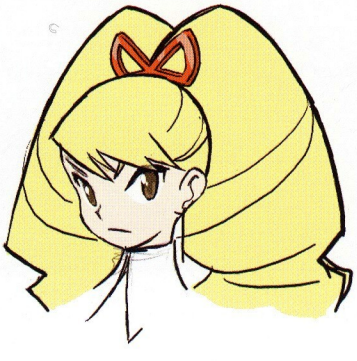






SHOULDER AND SLEEVE





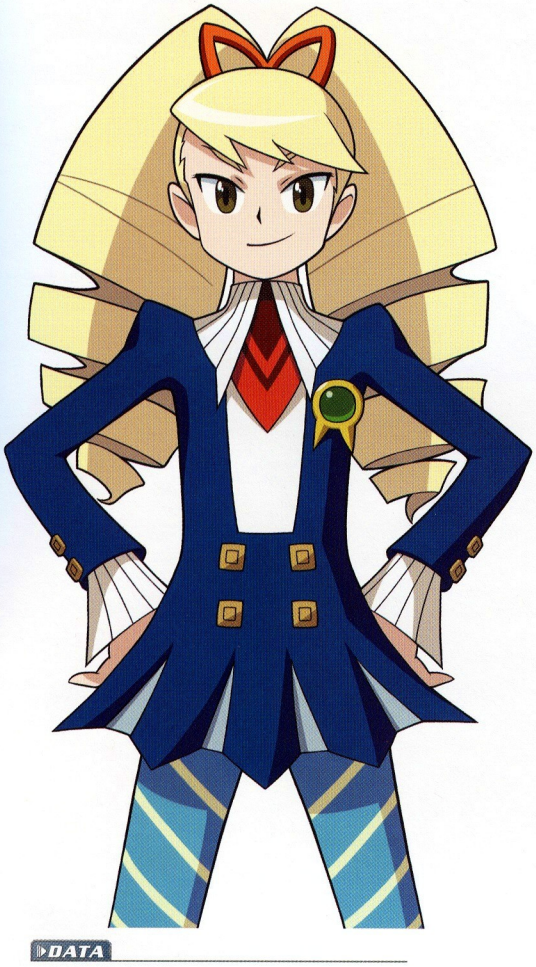


THE BOW IN HER HAIR IS A PLASTIC HAIR ACCESSORY.

We got this idea to have the class president advertise the games for us on the web! It was pretty sudden, but when we put this image of her up on the website, she really stood out and did a great job of garnering more interest in the games. (Komaki)



↓OFFICIAL ILLUST↓



DATA

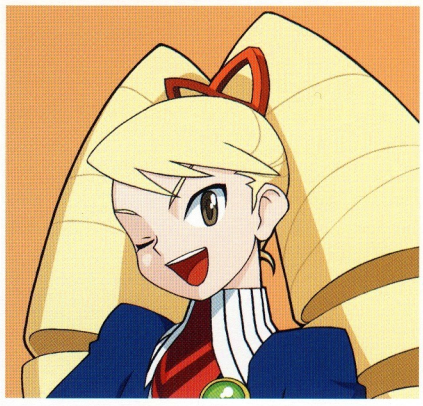
Game screen reference

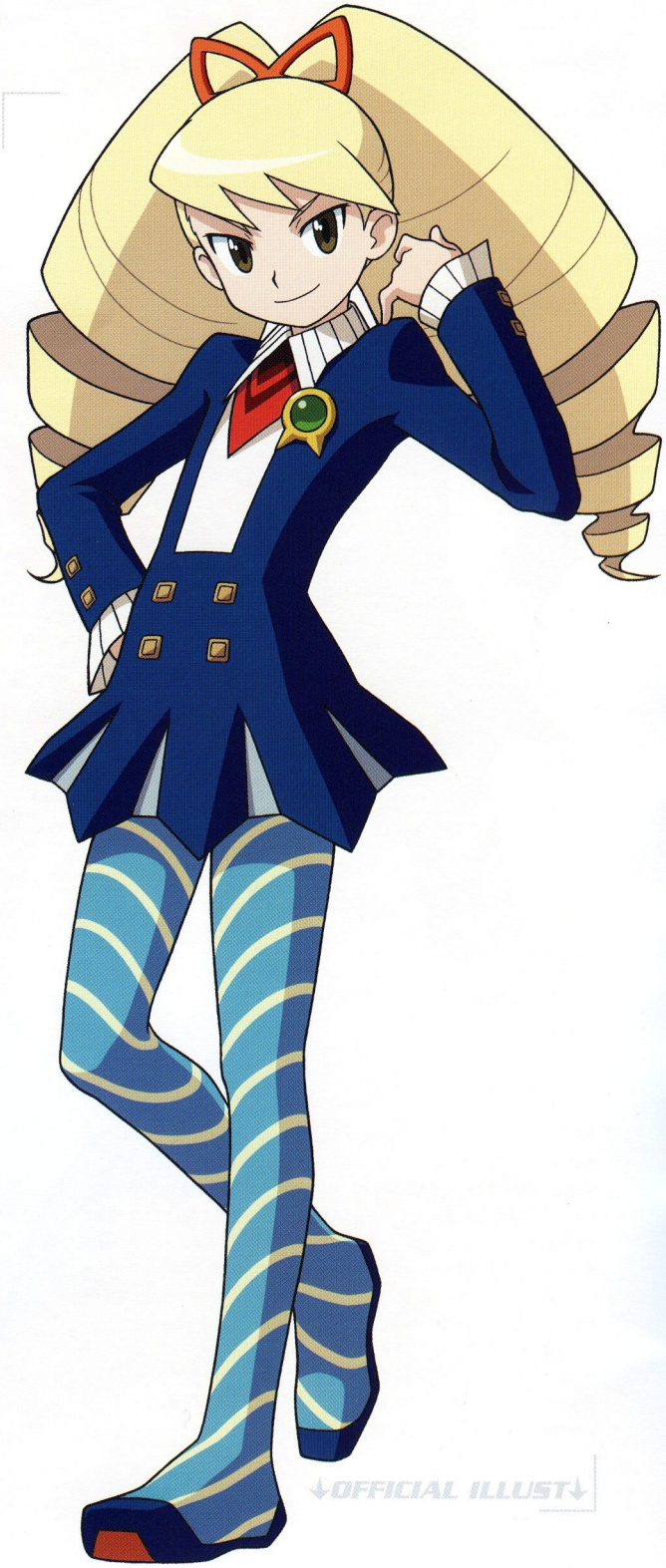
As the class president for her grade level, Luna needed to look sharp and collected. At the same time, however, I thought it would be important for her to have some degree of cuteness in her appearance as well, so I made her outfit look like a mix of a school uniform and a ballet outfit. I was a little worried that her large vertical rolls would be too old-fashioned, but Director Anma said "I'm sure it'll be fine," which settled that for me. In the end, the hairstyle suited her so well that I realized there is no need to avoid old-school designs if it works for the character. (Nakajima)





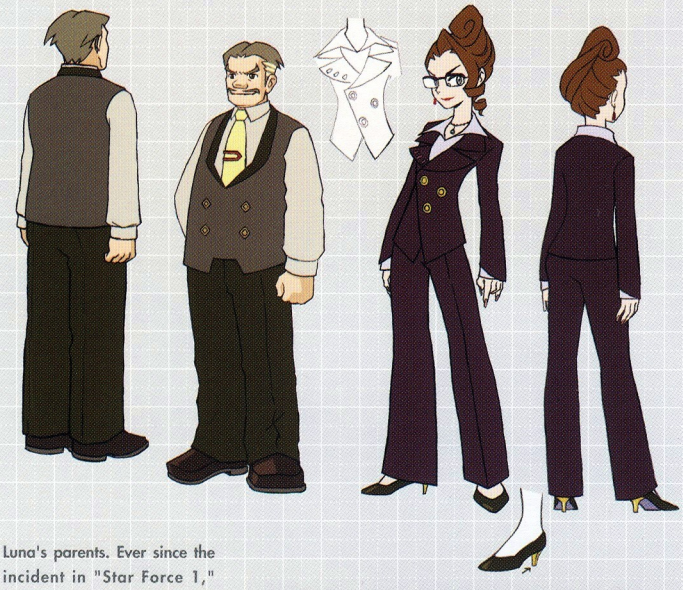
↓OFFICIAL ILLUST↓





↓OFFICIAL ILLUST↓

VAUGHN PLATZ

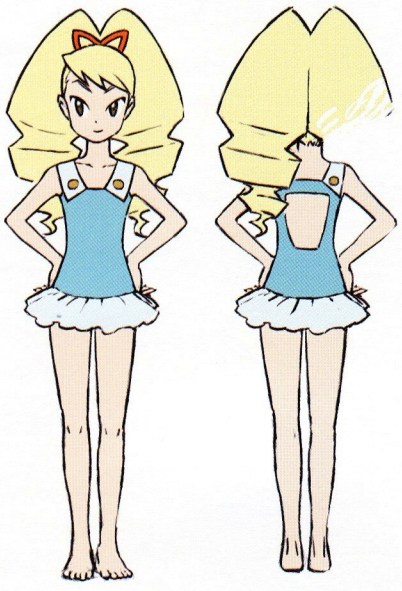


Luna's parents. Ever since the incident in "Star Force 1," they've come to be more understanding and accepting of Luna's decisions.

VEIL PLATZ

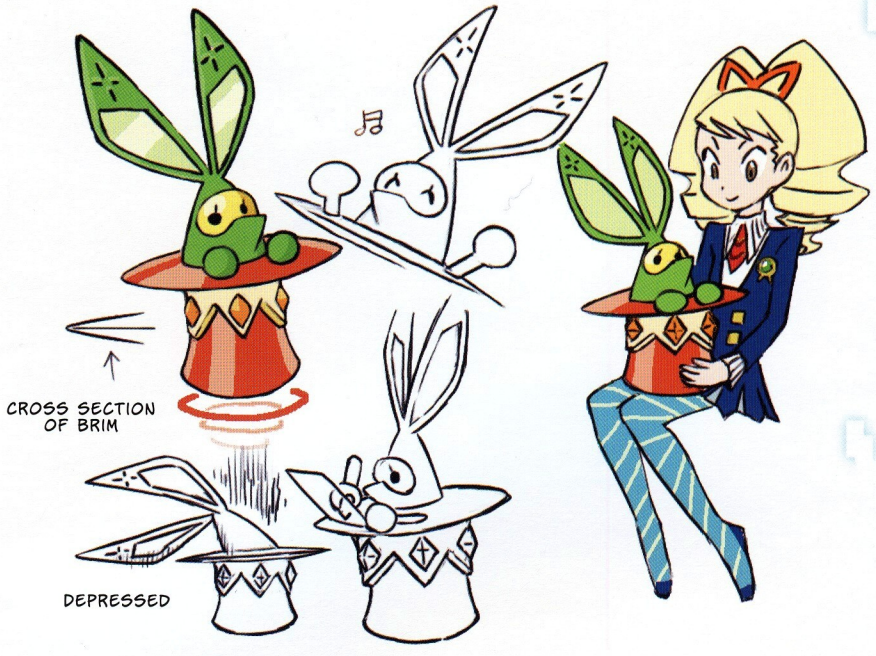
They are extremely wealthy people, but they were not born into this wealth. Their success and financial stability are things that they earned through hard work. Both of Luna's parents always appear in professional business attire. (Nakajima)

LUNA (SWIMSUIT)

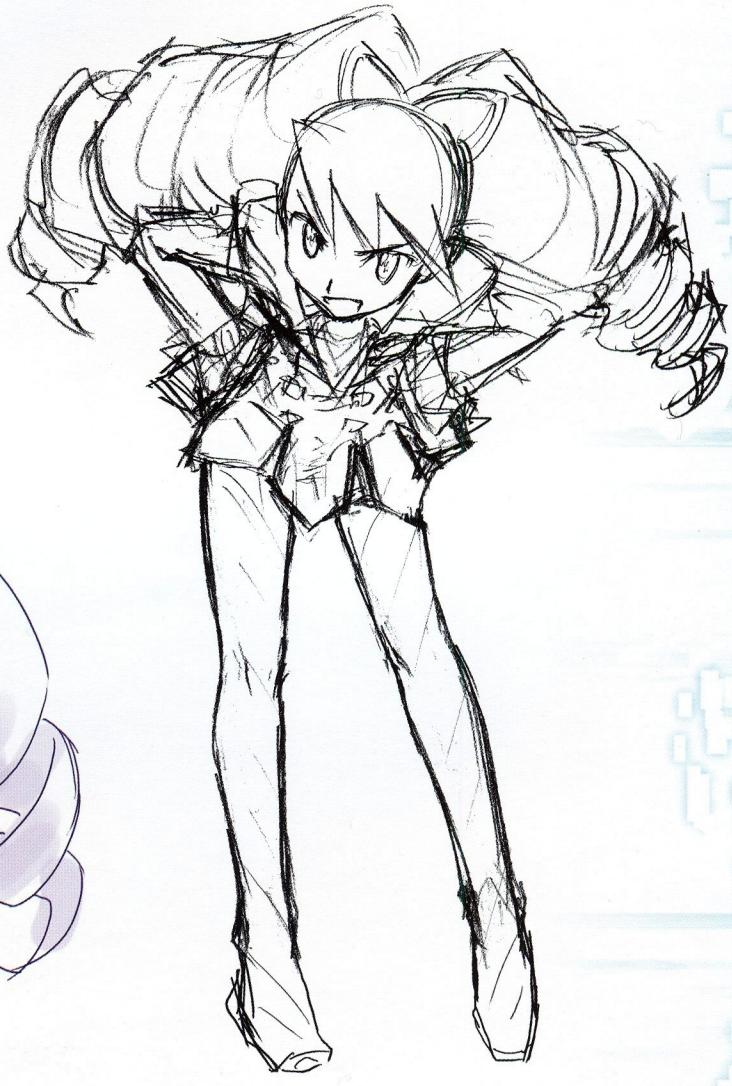


VOGUE
モード

Luna's Wizard. Vogue has a feminine personality, and works hard to be a good advisor/supporter to Luna.







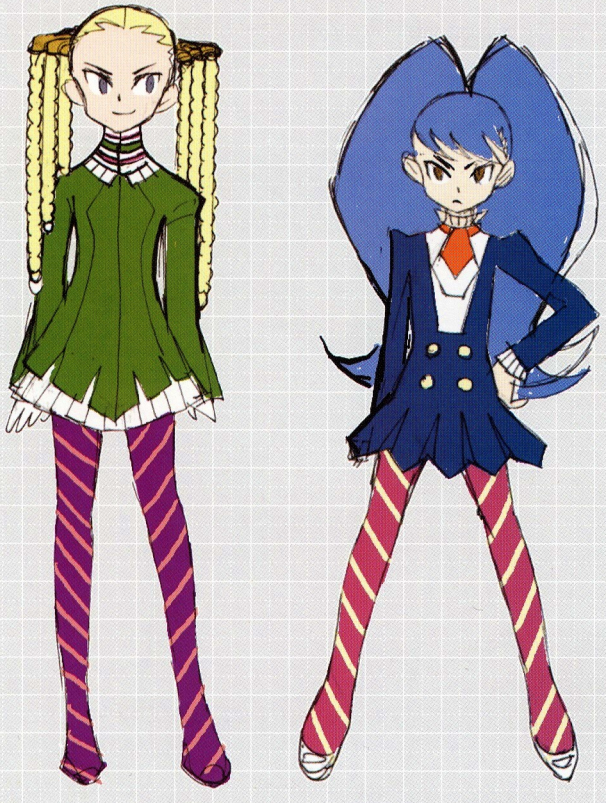


LUNA FACIAL EXPRESSIONS

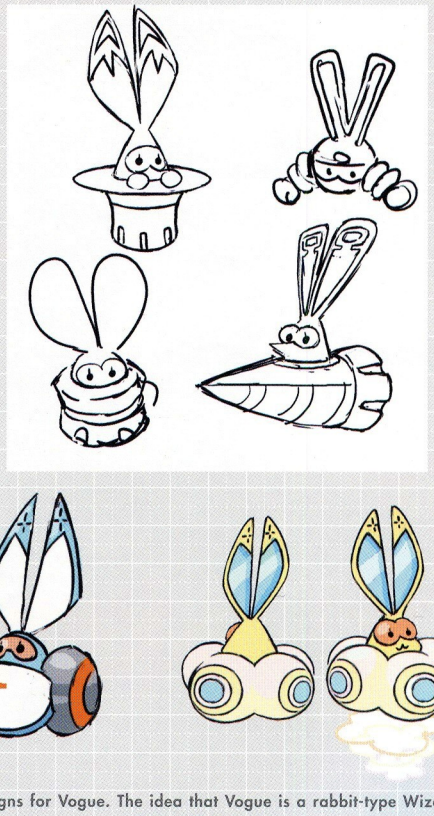


These are practice sketches done by the official illustrator while referring to the early concept art.

EARLY DESIGNS



Two early designs of Luna. The stripes on her leggings and her wide hairstyle were already staples of her design by this point. They chose the current gold color for her hair because of its flashy and bold look.



Early designs for Vogue. The idea that Vogue is a rabbit-type Wizard hasn't changed, but you can see that they tried designing various "containers" for her, including wheels, a cloud, and a rocket.

BUD BISON

牛島ゴン太

Bud may be really strong, but he is generally a kind boy. He can be a little sensitive in certain ways, so he often struggles with himself over what is and isn't the proper way to utilize Taurus Fire's powers.

I didn't think Bud was the kind of guy who would worry too much about fashion coordination, so I gave him some comfortable coveralls with a shirt underneath. He wears protective gear on his head because he tends to get into fights. Despite having these points pretty clear in my head, I was having a hard time getting the character to come together in a charming way. Ishihara taught me a lot about how to add charm to a character, and it was Ishihara who gave me the idea for the fork and knife mark on Bud's stomach. We also tossed around other ideas, like giving him a spoon-shaped earring, etc. (Nakajima)

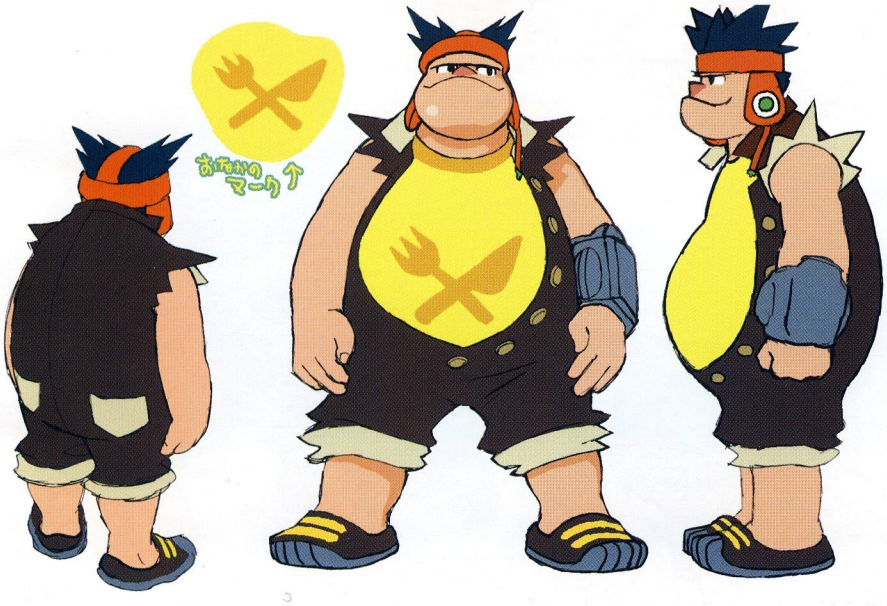




ROUGH



OFFICIAL ILLUST







OFFICIAL ILLUST



OFFICIAL ILLUST





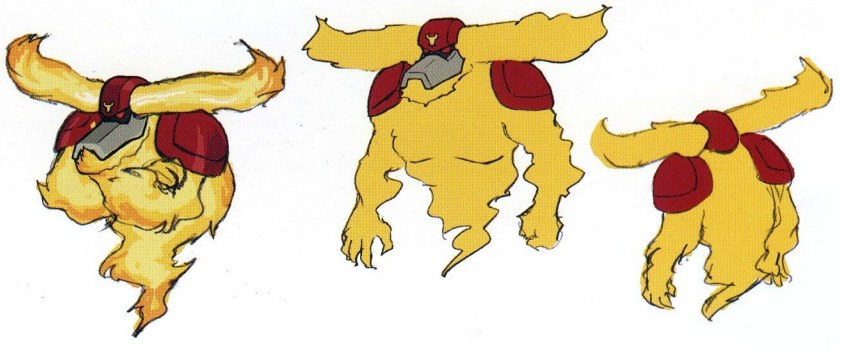


OFFICIAL ILLUST

TAURUS

オックス

A visitor from planet FM who can manipulate the element of fire. Taurus was restored by Jack Corvus for sinister purposes, but was stopped by Mega Man and later became Bud's Wizard.

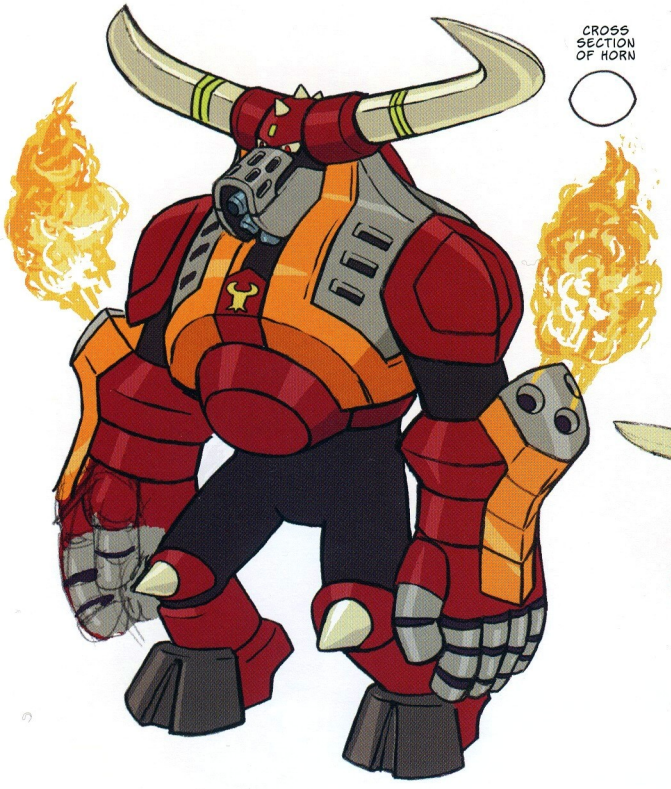


TAURUS FIRE

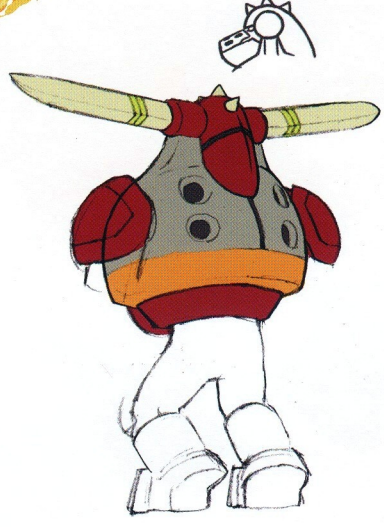
オックス・ファイア

This is the form Bud and Taurus take when they merge. Taurus Fire can be a powerful ally with his strong charging attack and ability to wield fire. His only weakness lies in the fact that Bud and Taurus are not able to hold this form for very long.



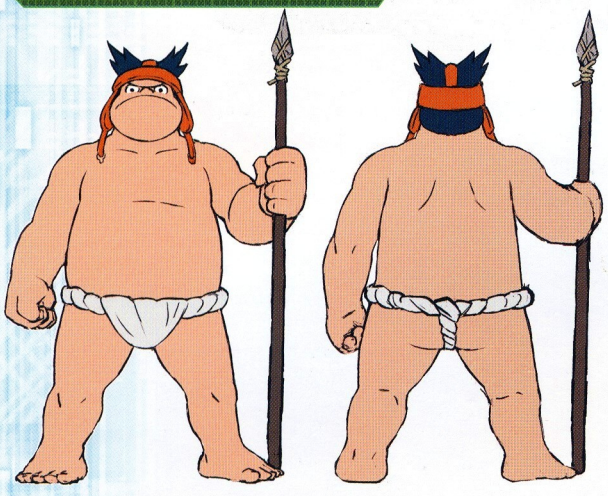


Taurus Fire is the first boss we designed for the "Star Force" series. Since the in-game camera angle would show him from the front, we focused on making his silhouette obviously bovine in nature by making his horns stick out to the sides. The bridge of his nose is designed to look like a flamethrower to emphasize the fact that he specializes in the element of fire. Though the construction of his neck does not allow him to turn his head, we figured this would be okay since he concentrates on what is directly in front of him when he charges at his enemy. (Ishihara)





BUD (SWIMSUIT)





BUDICUS

This is the outfit Bud wore in "Star Force 2" when he lost his memory and was worshipped as the prophet of Mu.

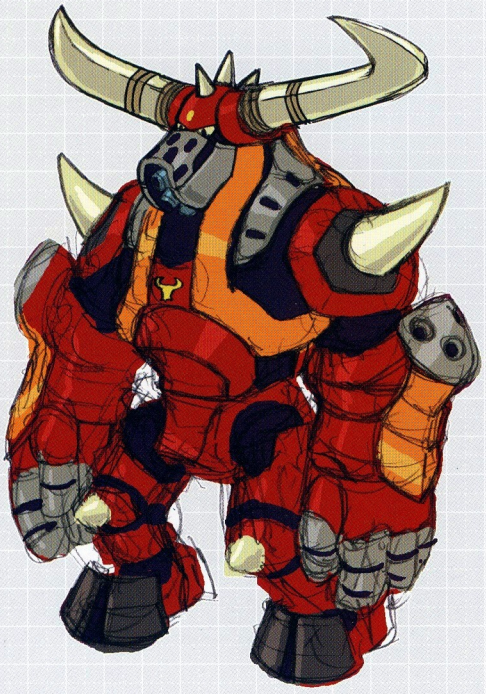
EARLY DESIGNS AND ROUGH SKETCHES

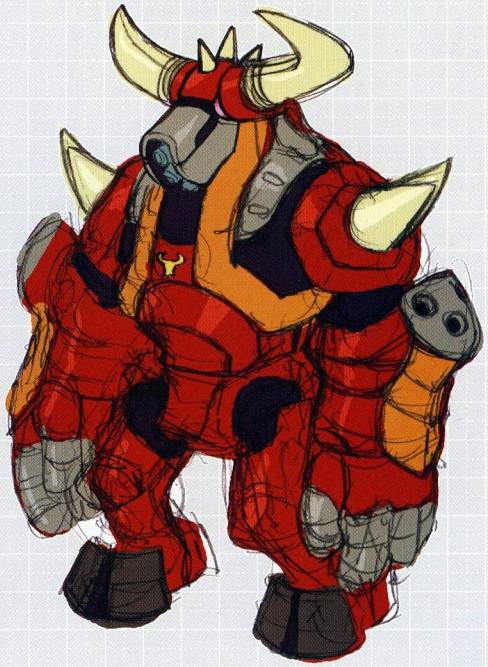


Various looks were attempted along the lines of the "neighborhood bully" archetype. His coverall fashion statement seems to have been determined early on.









Early design ideas for Taurus Fire. The overall form was already well-established at this point, and the main things that were edited for the final draft were the positioning and sizing of the horns.

ZACK TEMPLE

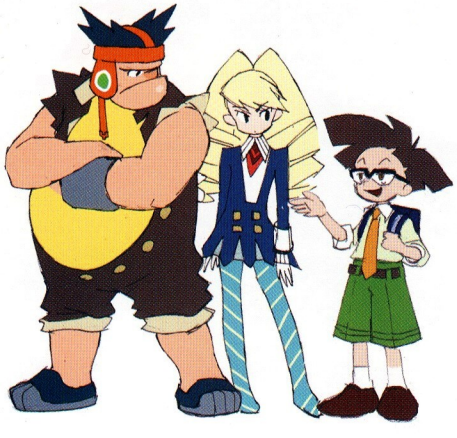
最小院キザマロ

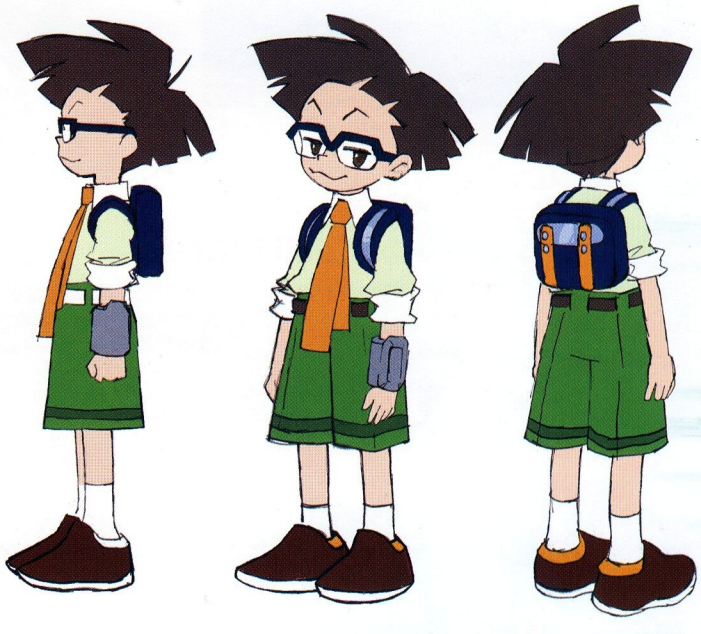
Zack is the walking encyclopedia of Team "Luna 4 Prez." While keeping an eye on Mega Man's activities, he works closely with his Wizard, Pedia, to support Luna's campaign.



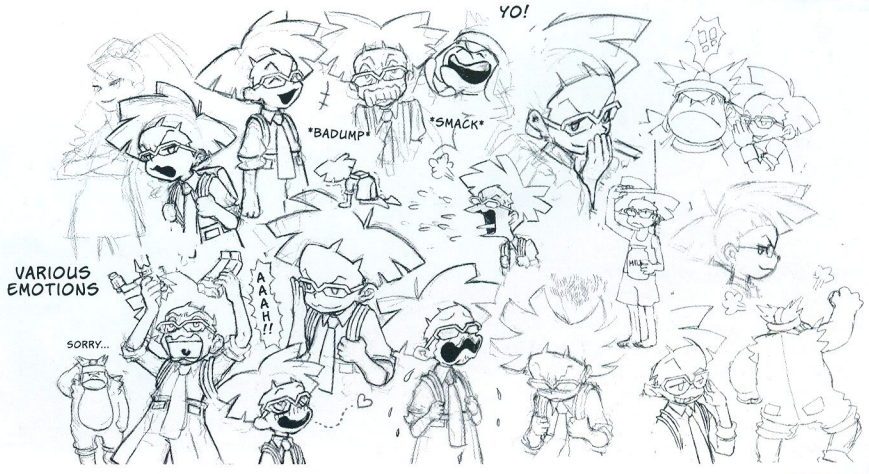


Since Zack was supposed to be the intellectual character of the bunch, I gave him a hairstyle that looks like an open book. I parted his hair a few times to make it look like the pages of the book are flipping, to ensure a boyish style. Zack was originally designed with a long green coat, but just before final approvals were given, we decided to remove his coat because it looked a little too heavy. Unfortunately, it was already too late when I realized that the clothes he was wearing under the coat were rather contemporary in style. I think I could have done more to give him some futuristic clothes. For this reason, we did consider giving Zack some new clothes for "Star Force 3," but we realized that it would seem pretty strange if Zack was the only character who got a new outfit, so we ditched that idea. Sorry, Zack... (Nakajima)



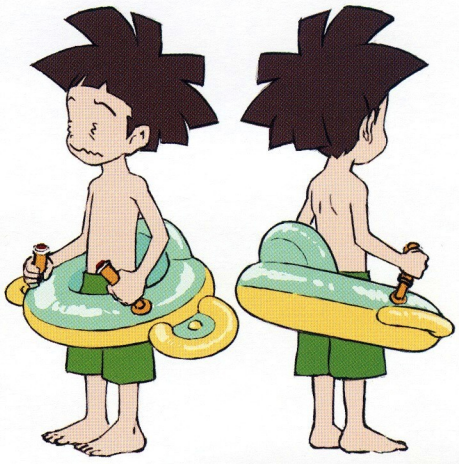








OFFICIAL ILLUST



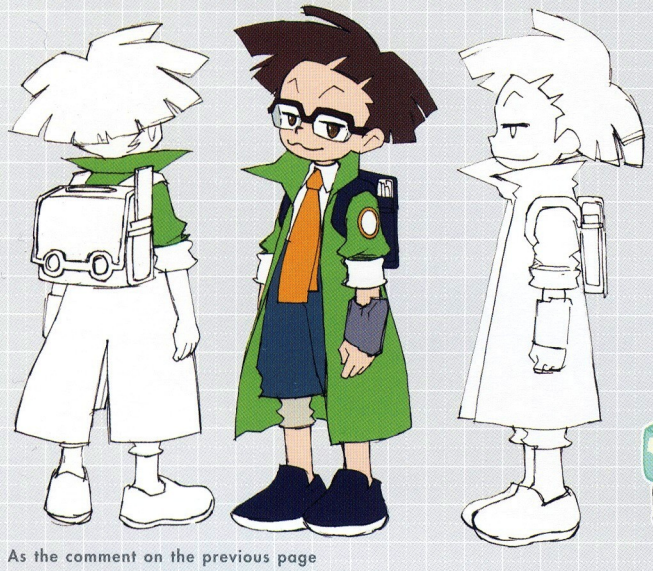
ZACK (SWIMSUIT)

PEDIA
ペディア

Pedia is Zack's Wizard, and specializes in the management of information. He is capable of instantly calculating all of the variables related to a given event.

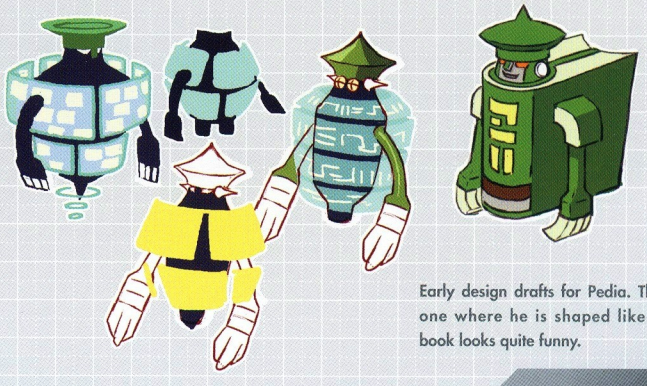


EARLY DESIGNS AND ROUGH SKETCHES



As the comment on the previous page mentioned, Zack was designed with a long green coat at first.





Early design drafts for Pedia. The one where he is shaped like a book looks quite funny.

SONIA STRUMM

♪響ミソラ

A superstar idol who is loved by her fans for being friendly and approachable. Though she works hard as an actress and model, Sonia still finds time to assist Mega Man as Harp Note.

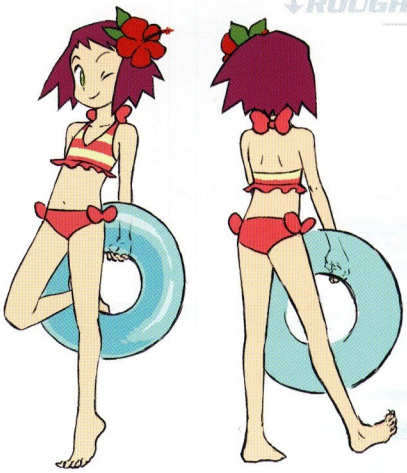
As with Geo and Omega-Xis, I did this piece to portray the relationship between Sonia and Lyra. I wanted to show the two hanging out and having fun like ordinary friends. (Ishihara)



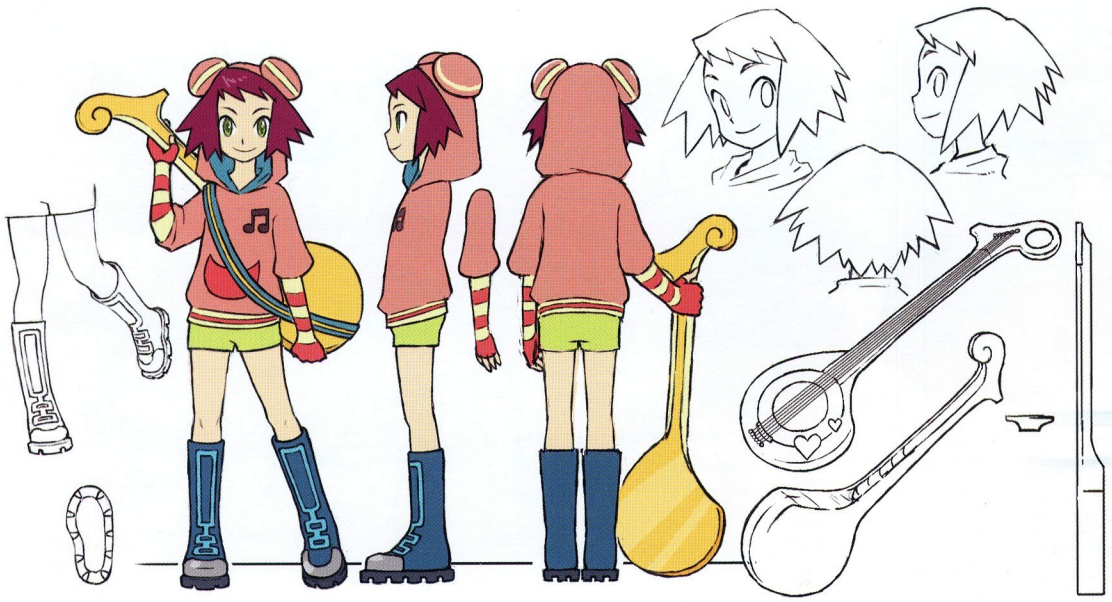
OFFICIAL ILLUST

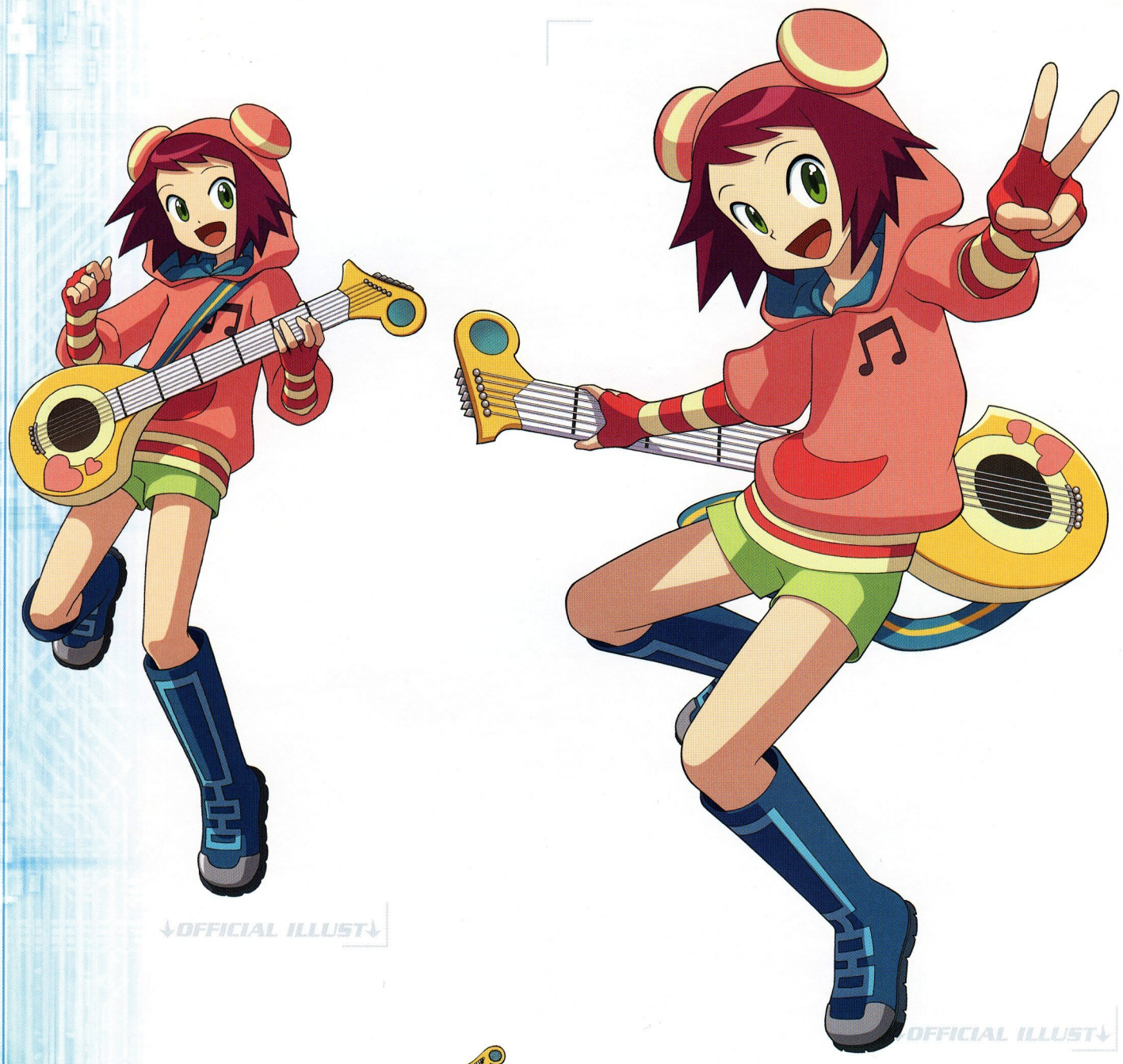


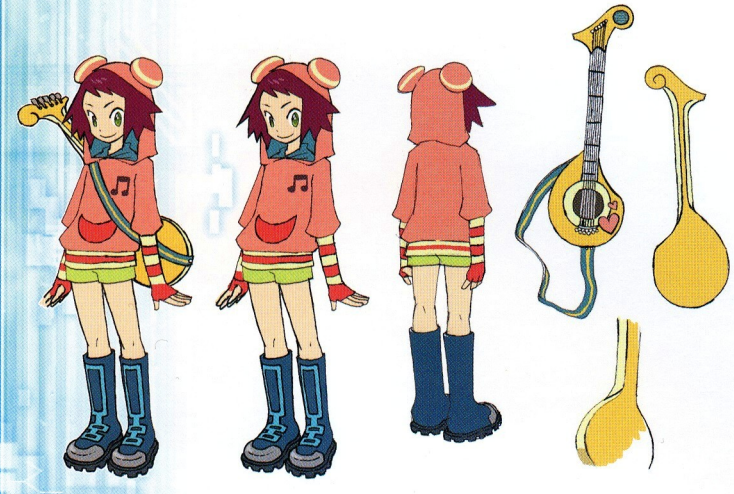
ROUGH

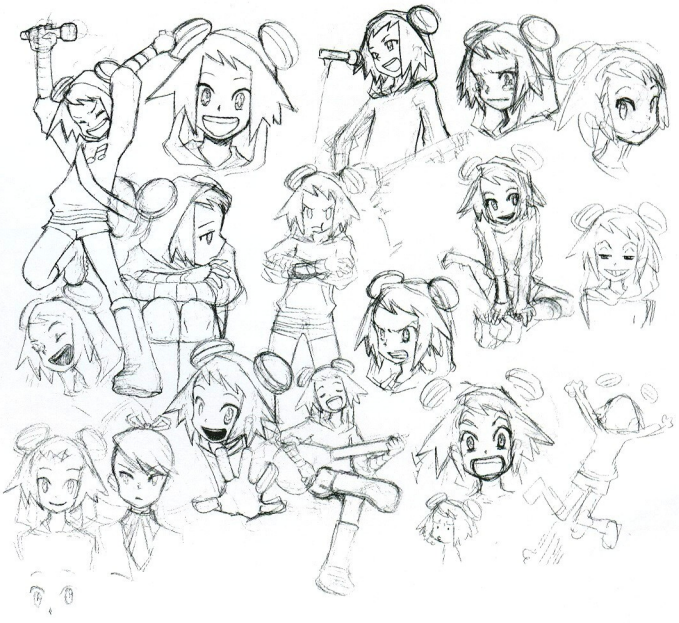


SONIA (SWIMSUIT)









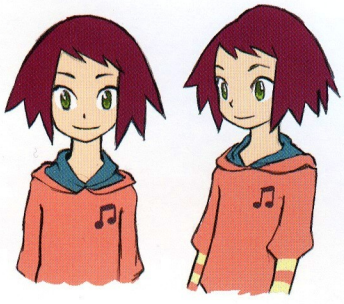
Sonia may be a singing sensation who writes her own songs, but she is also tough enough to fight enemies as Harp Note, so I gave her a boyish look complete with a hoodie and shorts. Her initial color scheme was yellow and orange, but I felt that strayed a little too far from her feminine side, so I went with a nice girly pink. I had a lot of fun drawing this character, as I'm sure she'd be a really cute girl if she actually existed. (Nakajima)

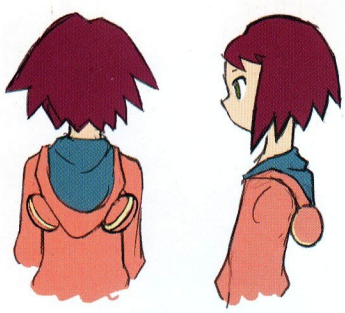


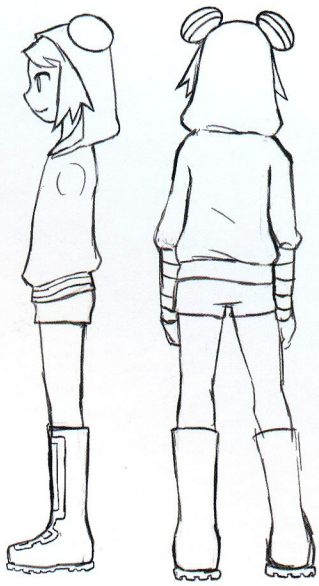


OFFICIAL ILLUST

I drew this image of Sonia to put her in direct contrast with Luna's image where she is pointing her finger at you. I prepared two different facial expressions for this image, and they were made available online as downloadable wallpaper. (Komaki)

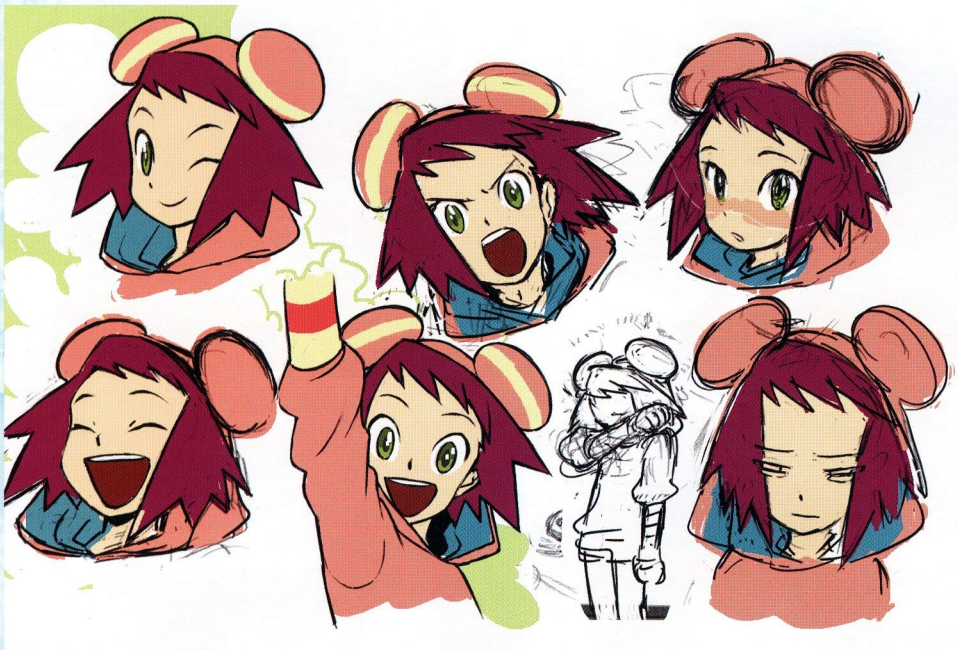


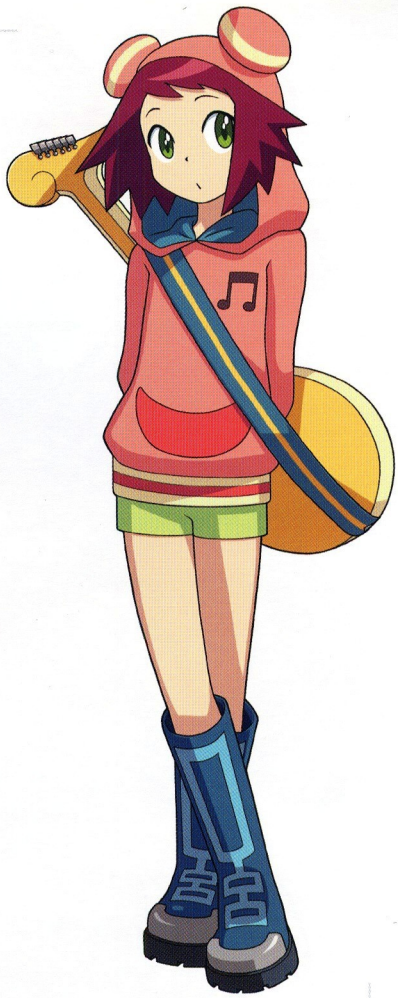




SONIA (DRAMA COSTUME)



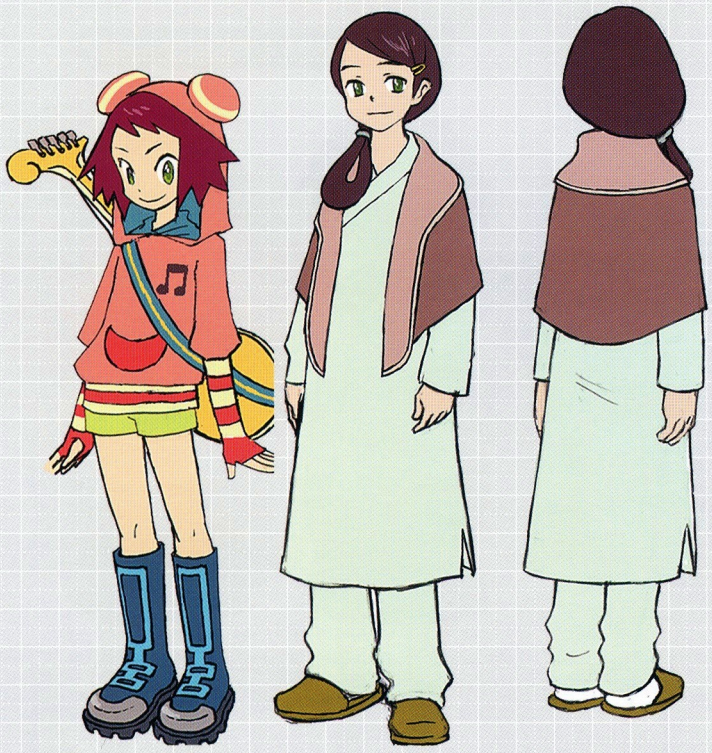


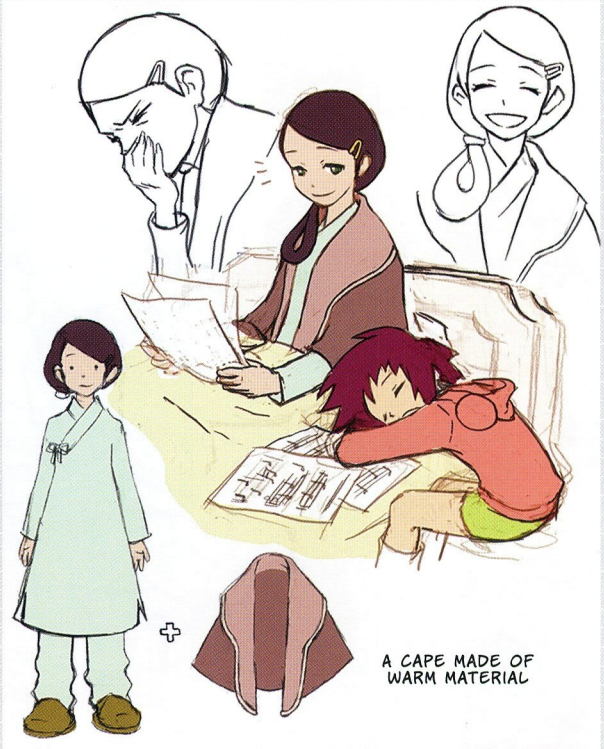


OFFICIAL ILLUST

SONIA'S MOTHER

Sonia's mother was very ill, and was hospitalized for some time. Sonia first started writing songs as a way to brighten her mother's days. By the time Sonia made her first appearance in "Star Force 1," her mother had already passed away.



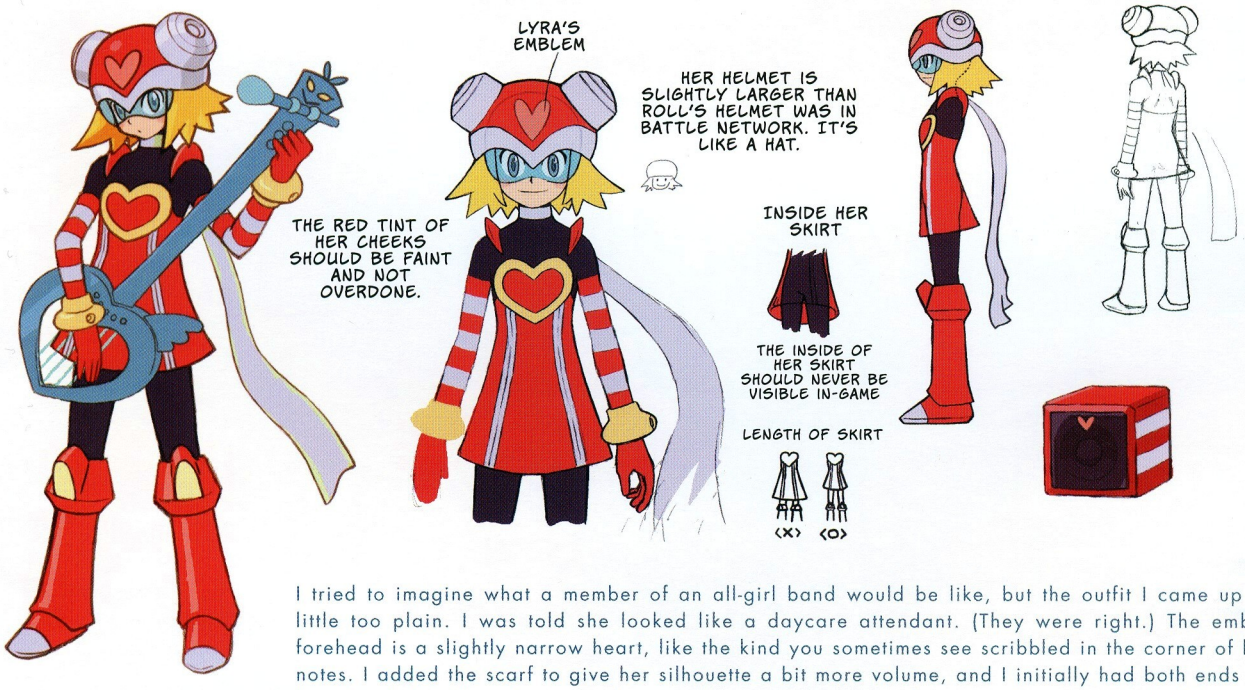


HARP NOTE

ハープ・ノート

This is the form Sonia and Lyra take when they combine. Despite the threat represented by the criminal organization Dealer, Harp Note works with Mega Man to assist the Satella Police.





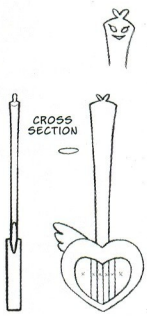
I tried to imagine what a member of an all-girl band would be like, but the outfit I came up with was a little too plain. I was told she looked like a daycare attendant. (They were right.) The emblem on her forehead is a slightly narrow heart, like the kind you sometimes see scribbled in the corner of hand-written notes. I added the scarf to give her silhouette a bit more volume, and I initially had both ends of her scarf hanging behind her. Later on, I was told to reduce it to only one strip trailing behind her... but then I noticed that they omitted her scarf entirely from the battle screens. (Ishihara)

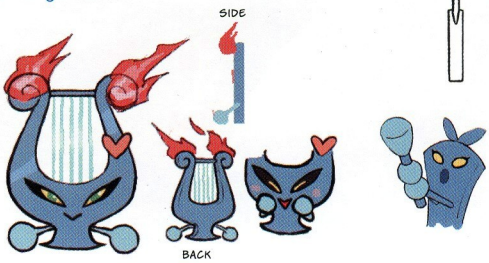


↓OFFICIAL ILLUST↓

LYRA
リラ・ハープ

Lyra is Sonia's partner, and is originally from planet FM. As her name suggests, Lyra is shaped like a harp or lyre. When Lyra and Sonia combine to become Harp Note, however, Lyra takes on the shape of a guitar.



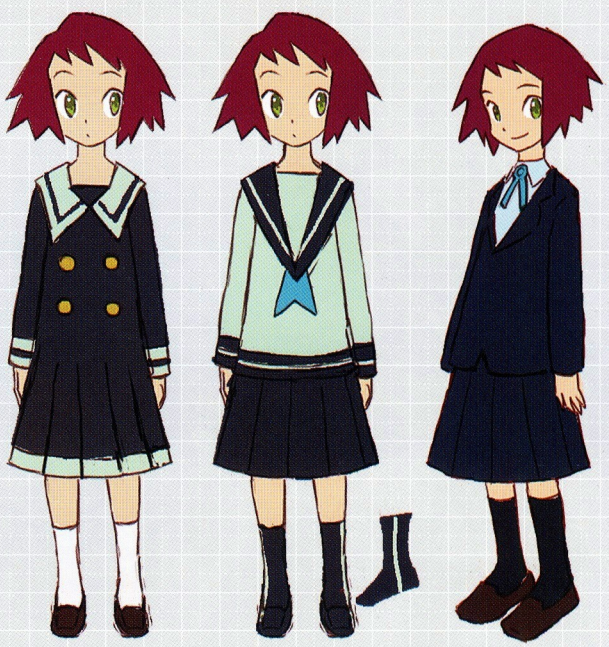


The idea that Lyra would turn into a guitar was in the works from the very beginning. I thought it would be cute to have a little face on the tip of the guitar, with little hands holding a microphone. I bet Lyra sings the chorus parts of Sonia's songs. (Ishihara)

EARLY DESIGNS AND ROUGH SKETCHES

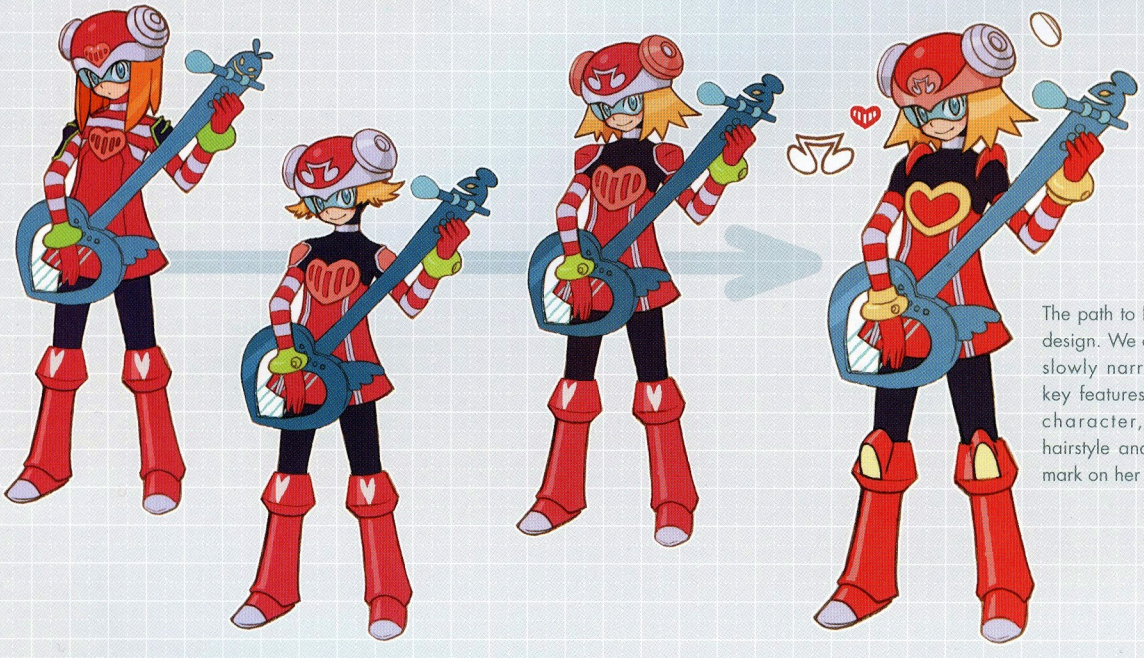


Early drafts of Sonia. The relationship between Geo and Sonia was something I thought a lot about from the very beginning of the development process for the "Star Force" series. I always pictured Sonia to be the kind of friend who encourages Geo and gives him a nudge in the right direction whenever he needs one. I designed her to be a loud and energetic girl. Next to the sketch, I added notes that said, "Puts on a strong face, lonely, sensitive, tries to act more mature than she is" because I wanted her hidden fragility to be what makes her endearing to the players. (Nakajima)

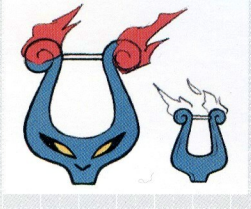


Early sketches of Sonia. Her shorts and hoodie with ears really suit her active lifestyle. The set of sketches on the right shows Sonia in the school uniform costume she wears during the filming of a drama.

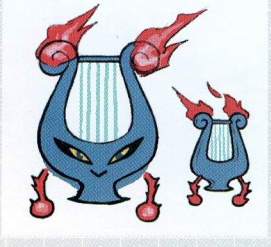


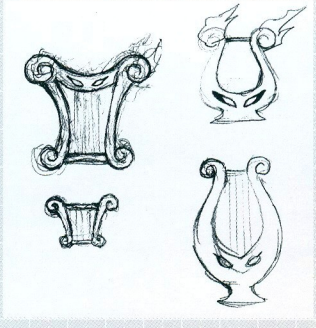


The path to Harp Note's final design. We can see how they slowly narrowed down the key features of Harp Note's character, like her bold hairstyle and the large heart mark on her chest.



Early Lyra designs





Although most of the visitors from planet FM consist of armor pieces attached to shapeless signal waves, we decided to make Lyra the exception in order to allow for the cute shape of a harp. (Ishihara)

ARTHUR C. EOS / ACE

暁シドウ

The ace officer of the Satella Police force. He's got a bright and easy-going personality, but he harbors a dark past as a former member of Dealer. He has a special fondness for Mega Snacks, and prefers to be called by his nickname, "Ace."



OFFICIAL ILLUST



OFFICIAL ILLUST

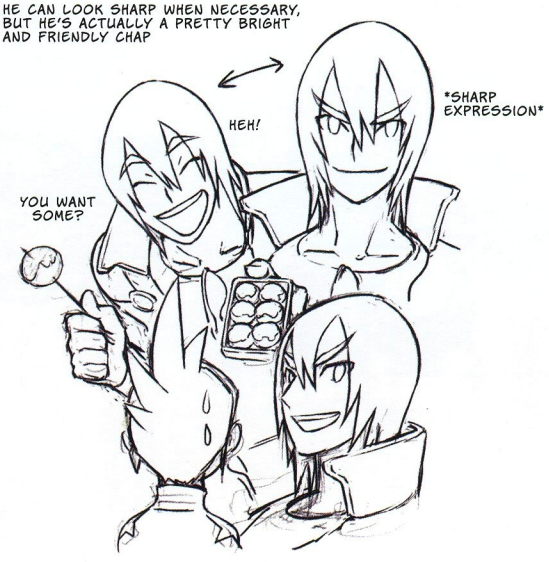
DATA

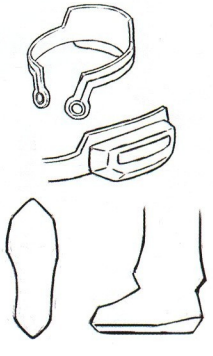
Advertisement for "Shooting Star Rockman 3 Wave Masters 2009" national tournament

Since the Wave Masters tournament was advertised as being hosted by the Satella Police, it was natural for Ace to have a part in the marketing efforts. Ace is shown pointing a challenging finger at the competitors to get them excited about the tournament.







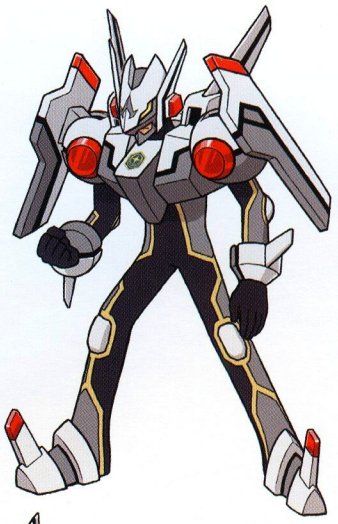


ACID ACE

アシッド・エース

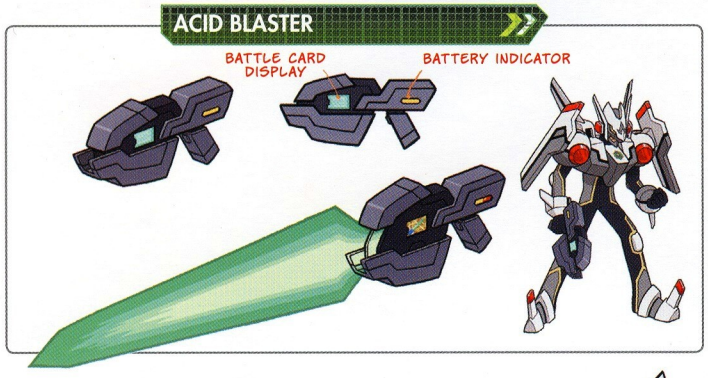
This is the form Ace and Acid take when they merge. Acid Ace is the first example of an EM Wave Change form achieved via an artificial, man-made Wizard (in this case Acid) rather than an organic one like Omega-Xis, and this has the unfortunate side effect of damaging Ace's physical body over time.



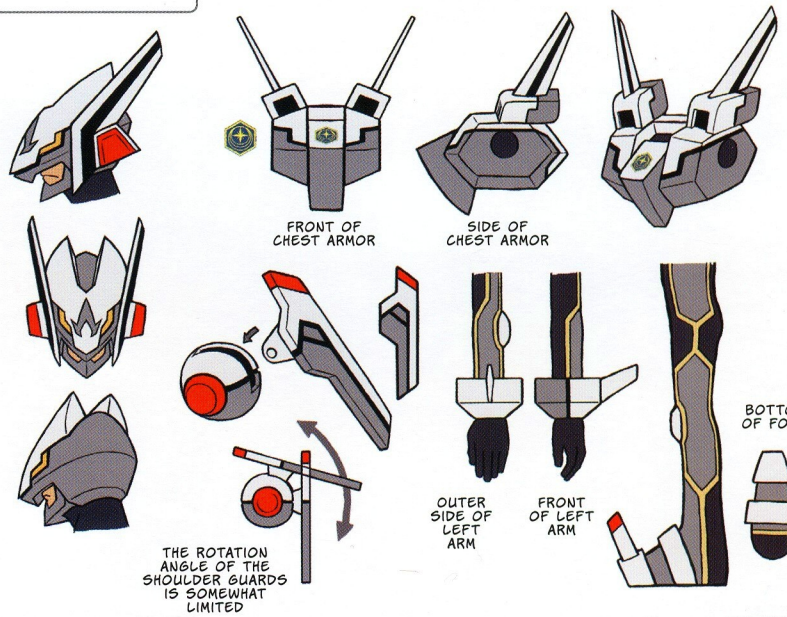




ACID BLASTER



To conceptualize the whole idea of Acid and Ace's scientifically-induced merging, I designed their final appearance to be quite a simple transformation, with Ace basically wearing Acid like armor and wielding futuristic weapons. I focused the armor on the upper body, and shaped the silhouette carefully to ensure that Acid Ace didn't end up looking like some cheap parody of a sci-fi hero. (Ueda)

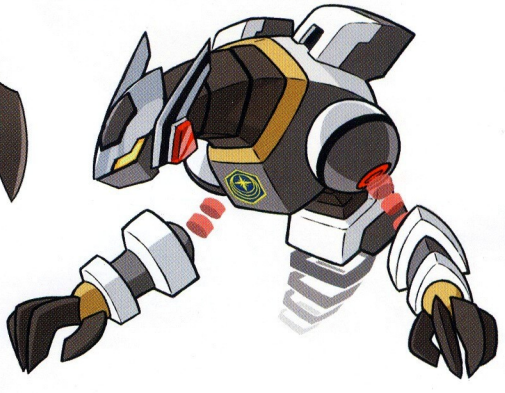


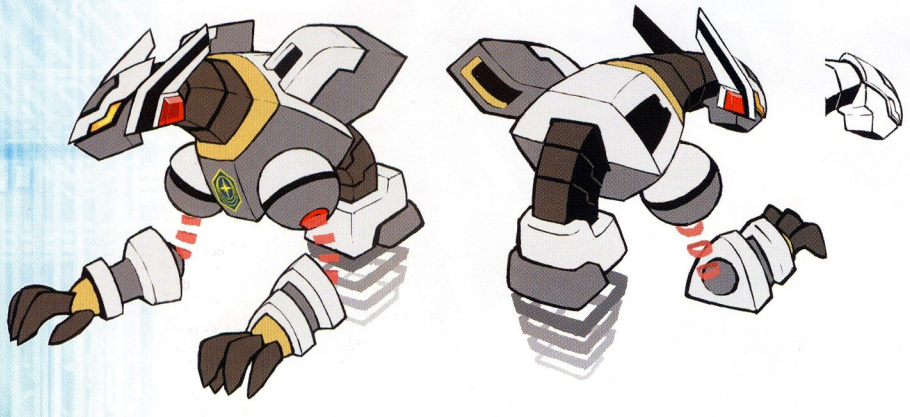


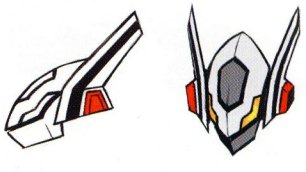
ACID
アシッド

Acid is Ace's Wizard, and boasts powerful combat abilities. He has a very calm personality, and will often make logical, blunt comments regarding Ace and Omega-Xis' actions.

Acid is like a mechanical version of Omega-Xis, designed and developed by human hands. Though he physically resembles Omega-Xis in some ways, his face is very robotic and does not allow for the expression of emotion. I thought that seeing Acid's distinct lack of emotion compared to Omega-Xis' wildly emotional tendencies would further help set the two apart from each other. (Ueda)

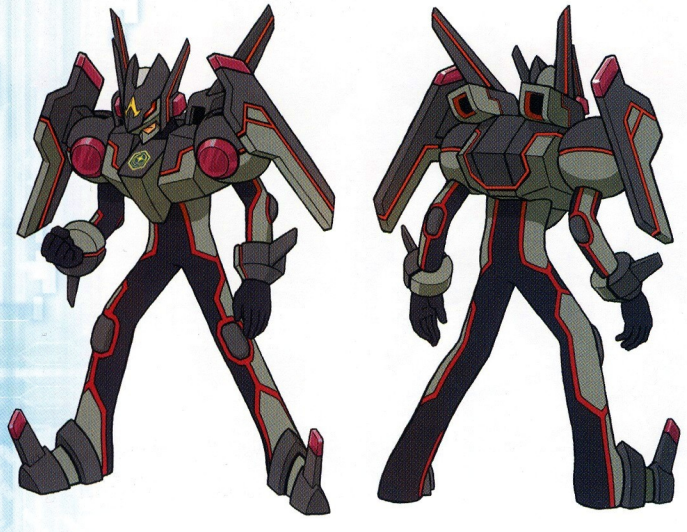


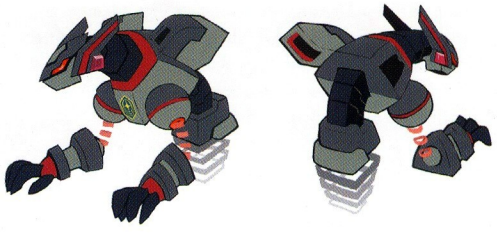


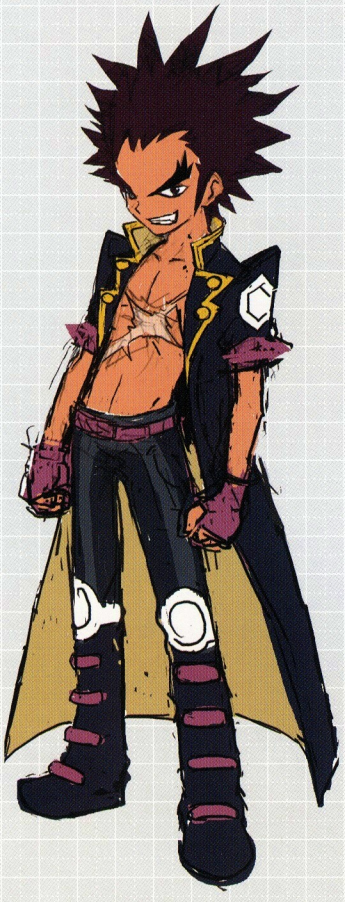


ACID ACE & ACID (BERSERKER MODE)

This is what Acid Ace and Acid look like when forced into their berserker mode by Joker. Mega Man is the unfortunate target of their dangerously destructive powers.

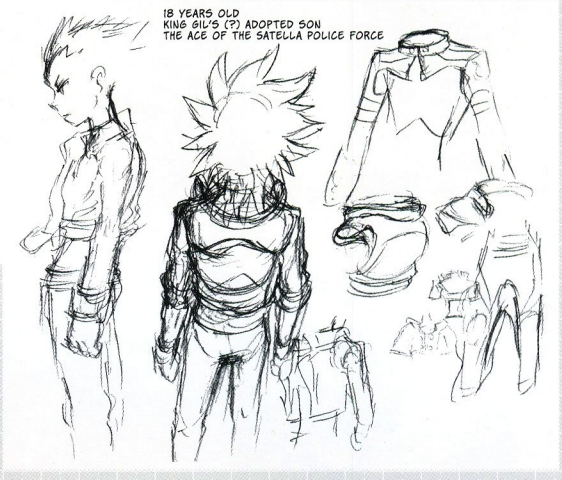


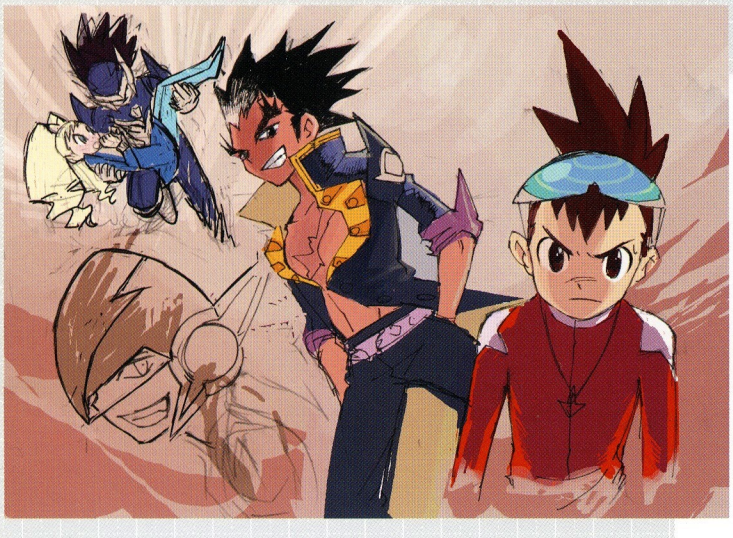






A rough sketch of Ace's early design. He was initially designed to be the character who would constantly be at odds with Solo.





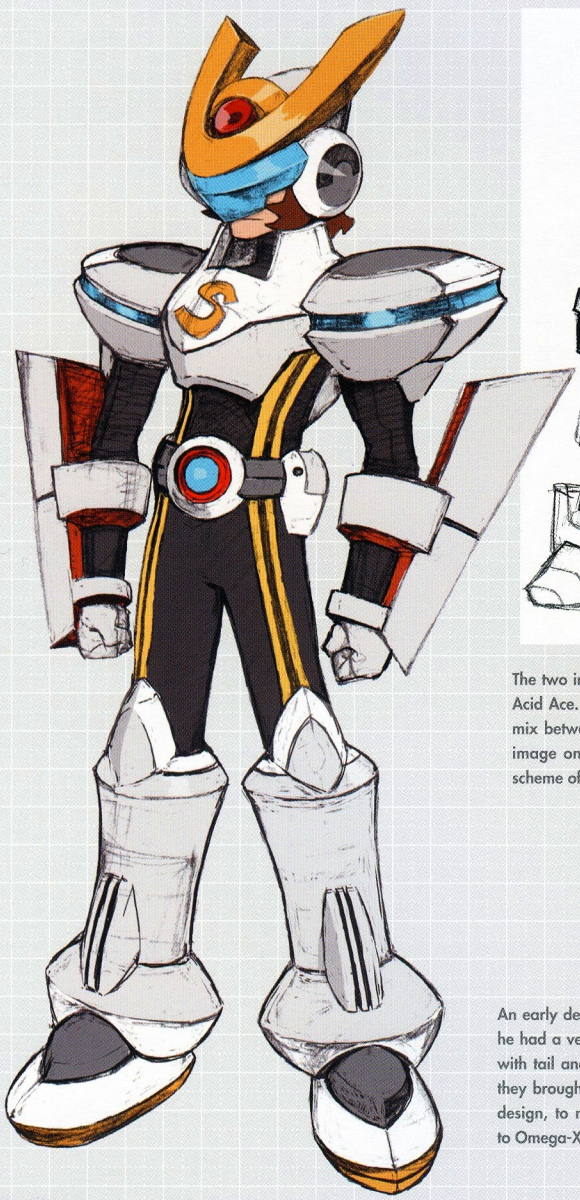


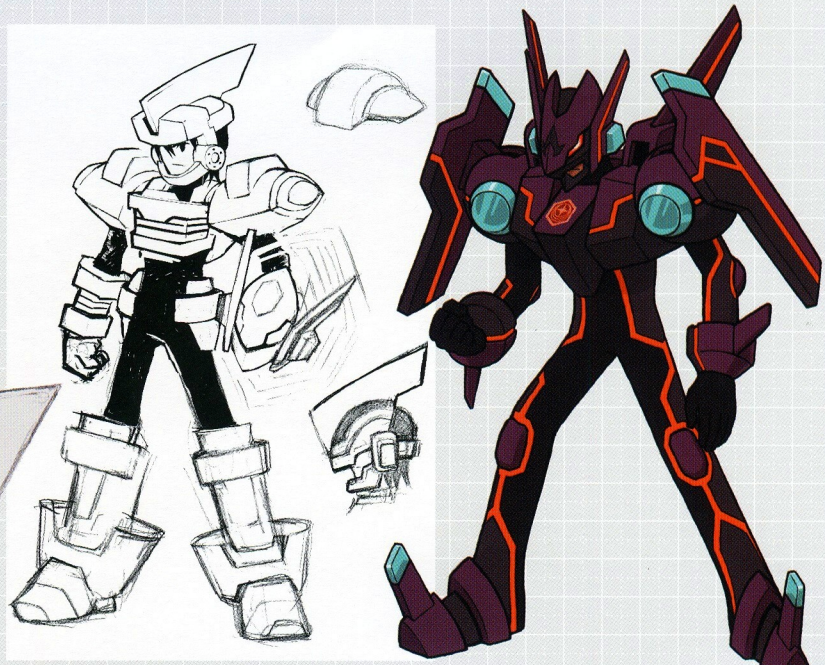
Before we had made any official decisions regarding Ace's character, I had pictured him as a gang leader type of character, which you can see clearly reflected in the above sketches. Later on, I was asked to make him an "older brother" type of character that little kids could look up to, so I took his character in a more superhero direction, with a more natural hairstyle and mature expression. He's only 19 years old, but when viewed through the eyes of elementary school students, he is an adult that can be respected and admired. (Nakajima)



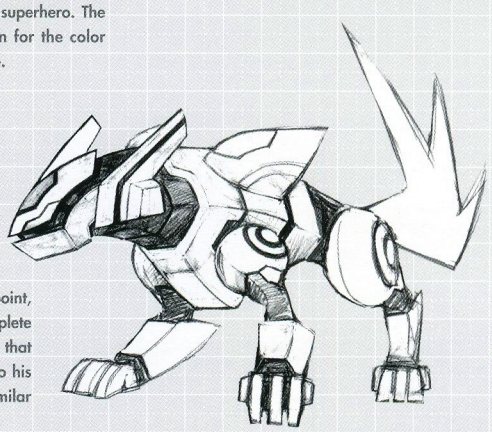


This sketch is closer to the final version of Ace's design. Though many ideas were passed around, they eventually settled on a "cool but easy-going big brother" type of character.



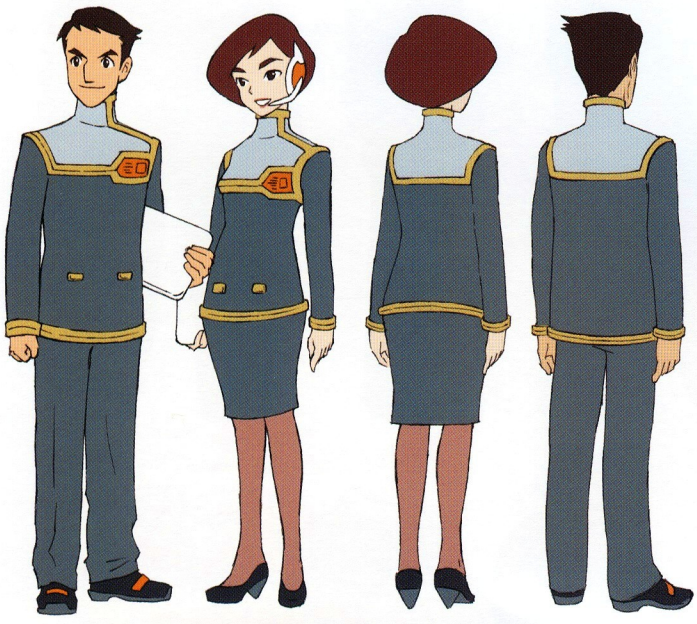


The two images on the left are early design drafts of Acid Ace. At this stage, Acid Ace looked more like a mix between Mega Man and a sci-fi superhero. The image on the right shows a trial run for the color scheme of Acid Ace in berserker mode.



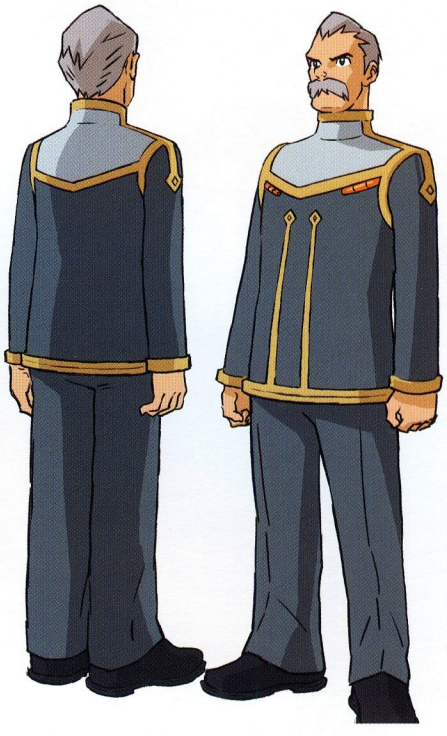
An early design draft for Acid. At this point, he had a very canine appearance, complete with tail and paws. It wasn't until later that they brought in less corporeal aspects to his design, to make Acid more visually similar to Omega-Xis.

These two organizations work together to preserve justice. They use their expansive information network and the latest technology to fight against the threat of Dealer.

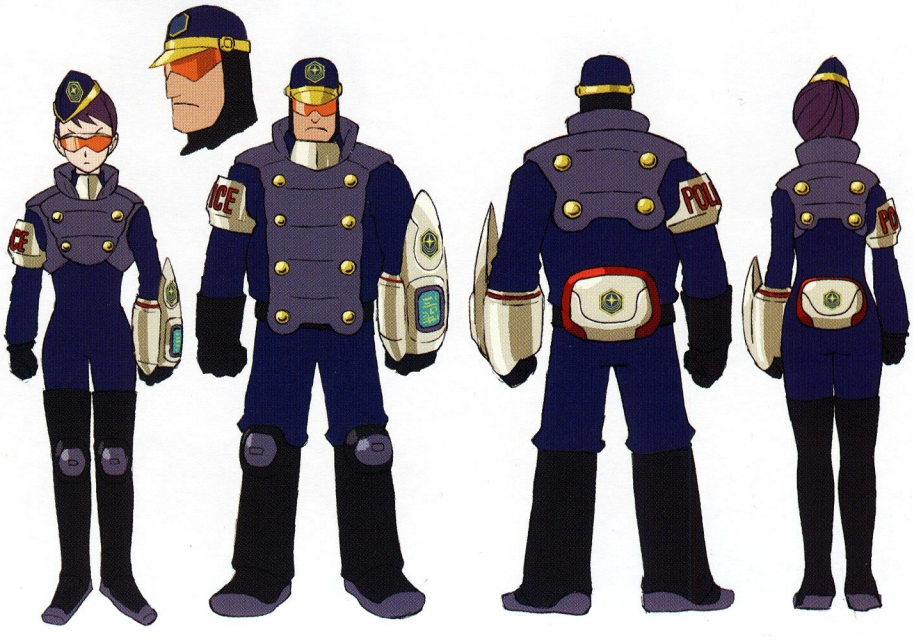


WAZA ADMINISTRATIVE STAFF

WAZA CHIEF



SATELLA POLICE OFFICERS



DR. GOODALL

Dr. Goodall works for WAZA, and specializes in the fields of electromagnetic waves and Noise. She may be really old, but she has a youthful sense of curiosity.

Of all the main characters throughout the Battle Network and Star Force series, Dr. Goodall is the oldest female character. Her position within WAZA is very important, as she is responsible for organizing and leading everyone in the institution. Dr. Goodall is a respected scientist, but she also has the energy and charming qualities needed to be a successful leader. (Nakajima)

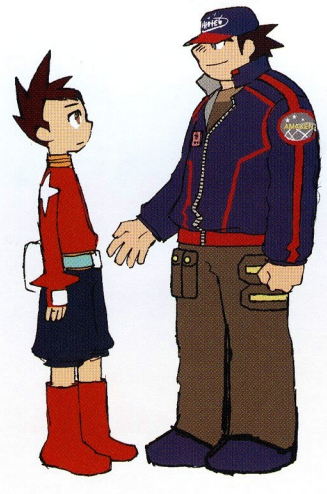


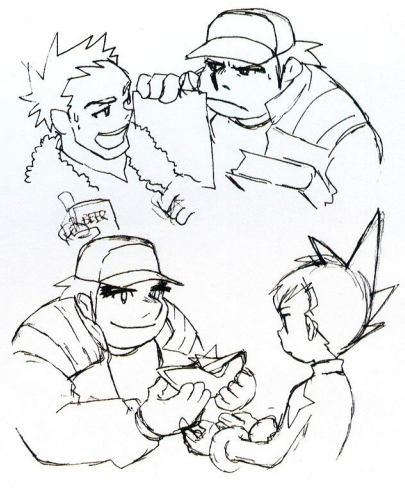
AARON BOREAL

Kelvin's friend and a skilled engineer. Boreal thinks fondly of Geo, and will offer kind words of support whenever Geo is feeling down. Boreal founded his own research facility, which most commonly goes by the nickname AMAKEN.





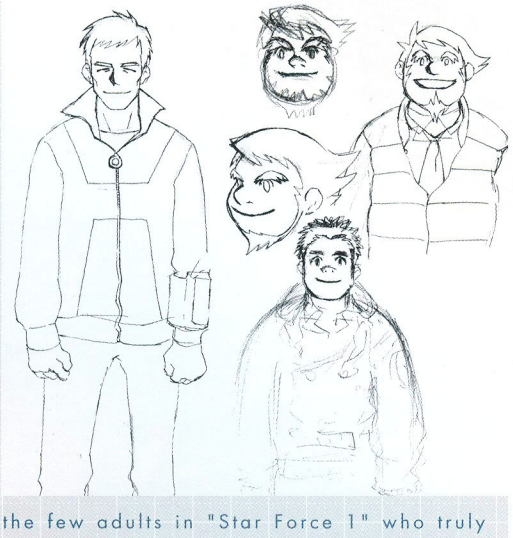


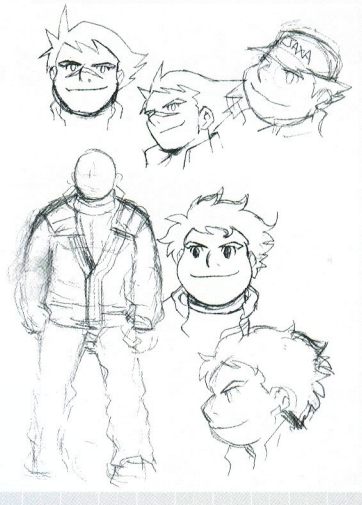


OFFICIAL ILLUST

EARLY DESIGNS AND ROUGH SKETCHES







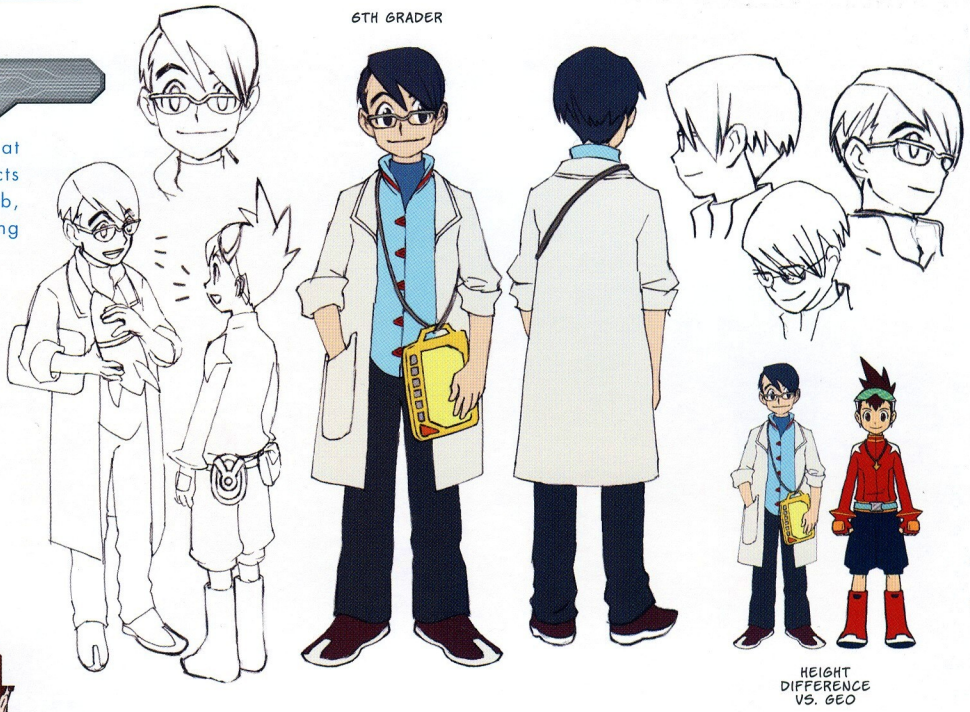
(Left) Early design drafts of Dr. Goodall
(Right) Early sketches of Boreal. It seems they had planned for him to have a large build right from the beginning.

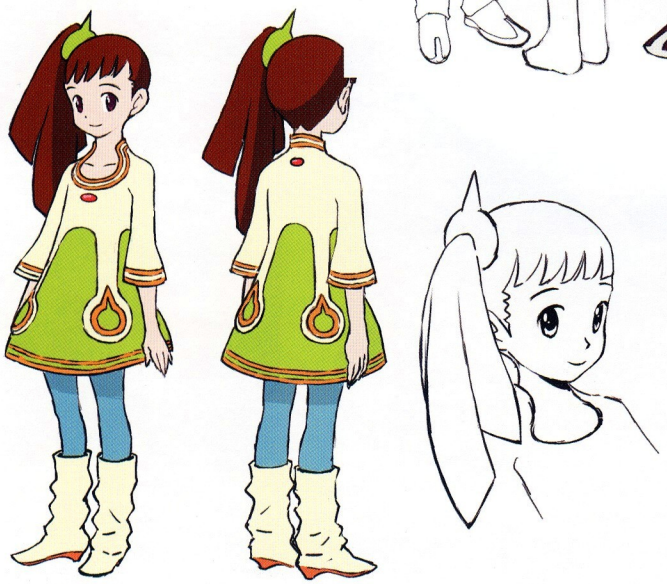
Aaron is one of the few adults in "Star Force 1" who truly understands Geo and his tendency to be a shut-in. In contrast to Kelvin, who always spread happiness and positive vibes around him like a sprinkler scattering water, Aaron is more like a silent blanket who wraps people in a supportive warmth. This soft image is what led us to design him with a rounded build. (Nakajima)

WOODY

Woody is a 6th grade student at Echo Ridge Elementary. He acts as the head of the Science Club, and dreams of one day building and launching his own rocket.

I assumed that Woody would only have a small part in the first chapter, so I didn't really do much to make him stand out more than some of the common townsfolk. You can imagine my surprise when I found out that Woody would have a solid role in the game, right up to the end. (Nakajima)





BELLE

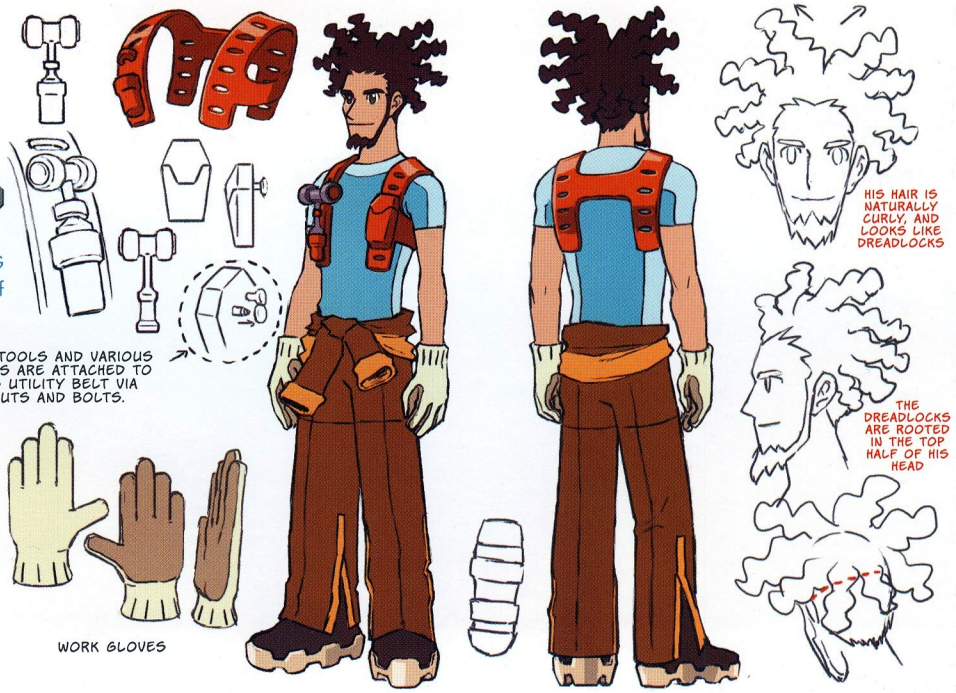
Belle got her start as an idol at around the same time as Sonia. She admires Sonia and hopes to be like her someday. Belle has a gentle personality.

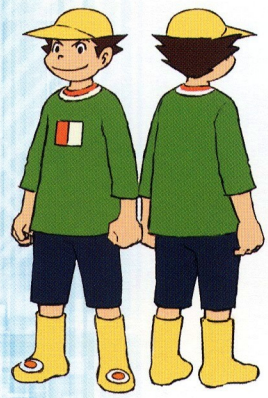
When I heard that this character would be Sonia's "rival," my first impression was that she'd have to be even louder and more stubborn than Sonia, but I was told that she would be more on the quiet side, so I gave her a soft and gentle design. The girls of the "Star Force" series tended to be pretty rambunctious, so Belle's quiet nature (though she does have a strong core) turned out to be what made her unique. (Nakajima)

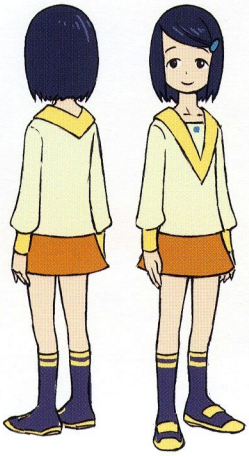
LEE STERN

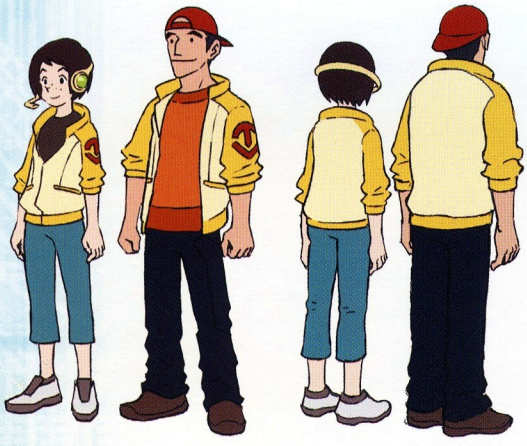
One of the staff members of WBG Studios. Lee belongs to a group of Sonia's dedicated fans.

Though he works with things like large props and stage sets, I didn't think it would be too strange for someone who works at a television studio to keep up with modern styles. I think his dreadlocks make him look quite trendy. This character design is one of my personal favorites. (Nakajima)

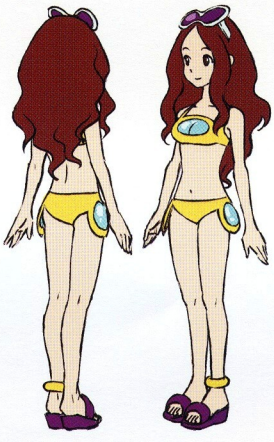


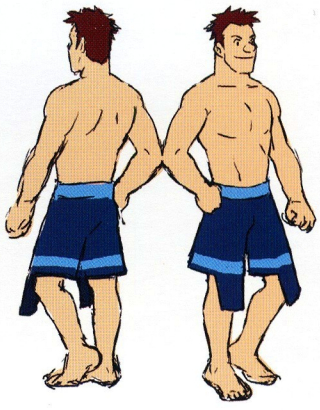


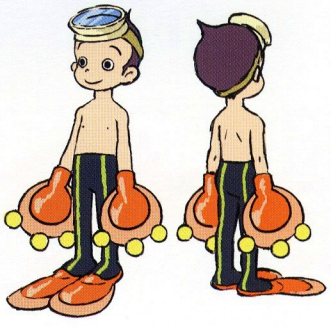




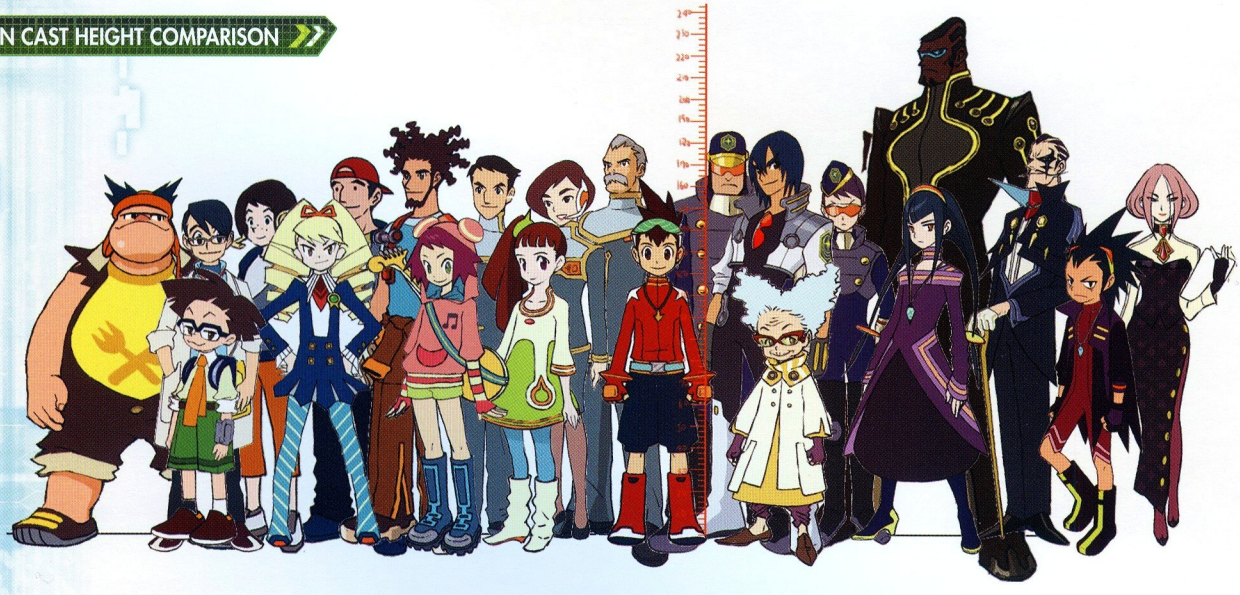
PEOPLE IN SWIMSUITS







MAIN CAST HEIGHT COMPARISON





DATA

Character battle image illustration

This section includes concept art, early design drafts, and exclusive art of the charismatic boss characters from "Star Force 3."



JACK
ジャック

Jack is a new student who just transferred into Echo Ridge Elementary. He belongs to an evil organization called Dealer, and uses his Noise Card to cause all kinds of trouble.





JACK (SWIMSUIT)



JACK CORVUS
ジャック・コーヴァス

This is the form Jack and Corvus take when they merge. Jack Corvus uses the four wings on his back to attack with quick, agile movements.

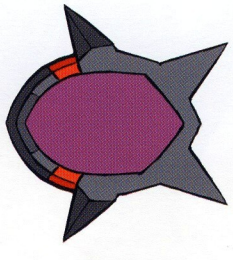
OFFICIAL ILLUST

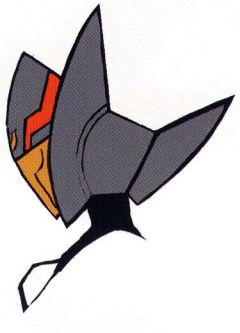


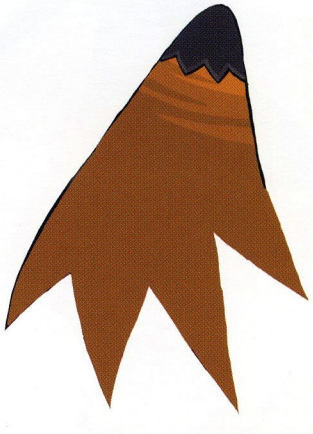




SICKLE FEATHER - SPREAD









FOOTPRINT

JACK CORVUS (WITHOUT CAPE)

Being Mega Man's rival and having black as his key color, Jack Corvus is similar to Rogue in quite a few ways. For this reason, I had to be careful to design him in such a way that people would not confuse the two characters. Also, with so many bird-type enemies flying around, I had to give Jack Corvus four wings to make him stand apart from the rest. (Ueda)

CORVUS

コーヴァス

Corvus is Jack's Wizard, and is yet another visitor from planet FM. Corvus was the most wanted criminal back on planet FM, and happily assists Jack with his evil ambitions.





QUEEN TIA
クインティア

When Queen Tia came to Echo Ridge Elementary along with Jack, she posed as a teacher to hide her dark plans. She is Jack's sister, and works for King as well... but she is also Ace's ex-girlfriend.

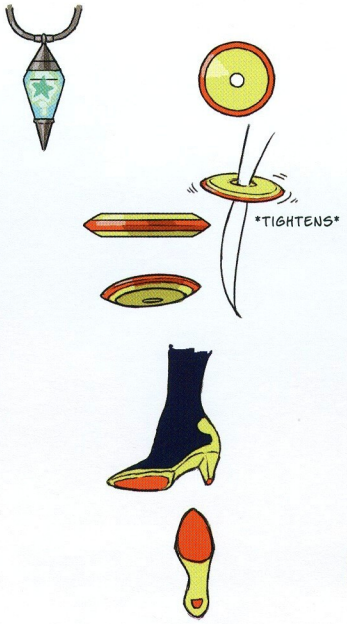


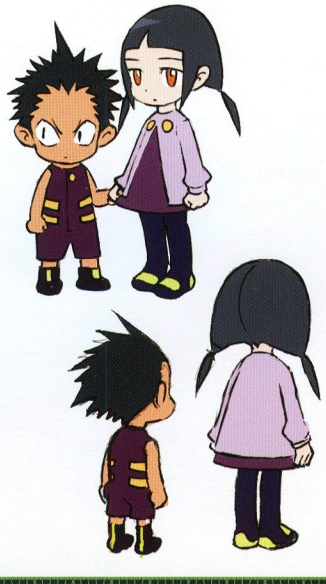
OFFICIAL ILLUST



OFFICIAL ILLUST







JACK & QUEEN TIA AS CHILDREN



QUEEN VIRGO
クイーン・ヴァルゴ

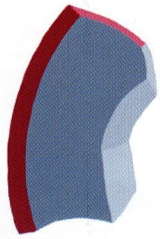
This is the form Queen Tia and her Wizard, Virgo, take when they merge. Queen Virgo can manipulate the element of water, and has the ability to cancel an enemy attack.

Since Queen Virgo represents the element of water, I wanted her main color to be blue, but we had already used blue as the main color for Diamond Ice, so I had to limit the blue parts to the tip of Queen Virgo's staff and the decorative parts of her dress. Since she is a boss character that appears at pivotal moments in the game, I gave her a staff, tall headpiece, and extravagant dress to make her seem truly regal. When I saw that the 3D modelers had given her high heels, I had to add that into her concept images later on. (Ueda)





BOTTOM
WE ONLY SEE A BIT OF HER FEET AND LEGS



UNDERSIDE
IF IT LOOKS LIKE THE WHITE AREA MIGHT PEEK THROUGH THE SEAMS, IT CAN BE DARKENED



HYDRO DRAGON HEAD

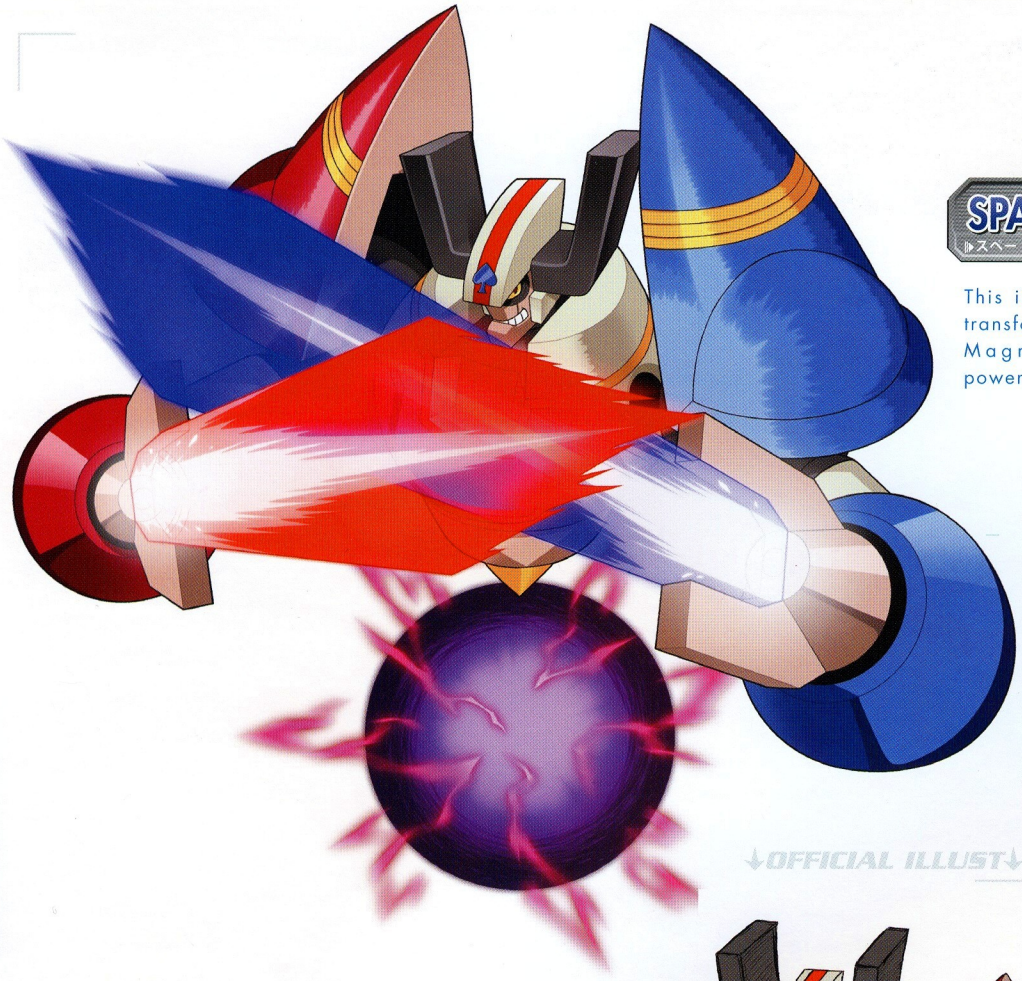
VIRGO
ヴァルゴ





BACK

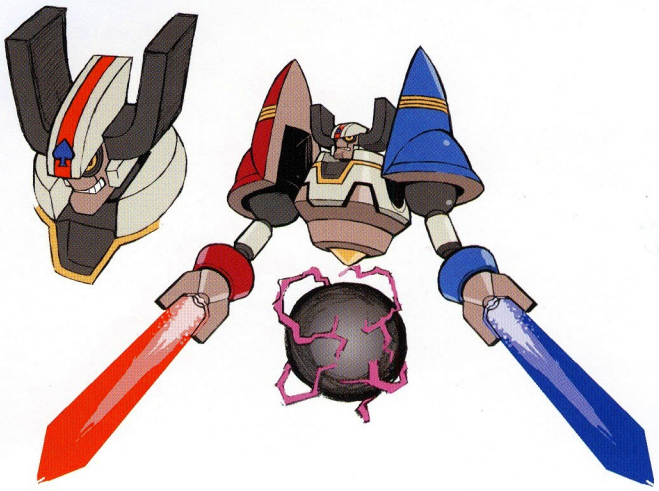
Queen Tia's Wizard. Virgo is also from planet FM, and is a criminal just like Corvus. She is cruel, and will often laugh while committing terrible acts.



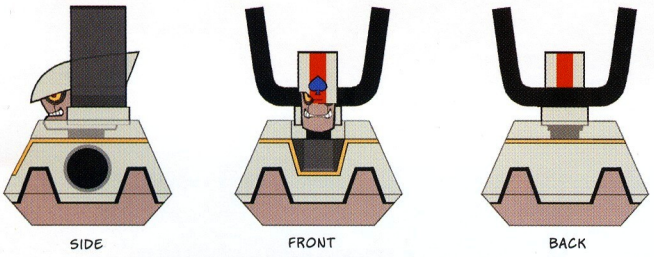
SPADE MAGNES
スペード・マグネッツ

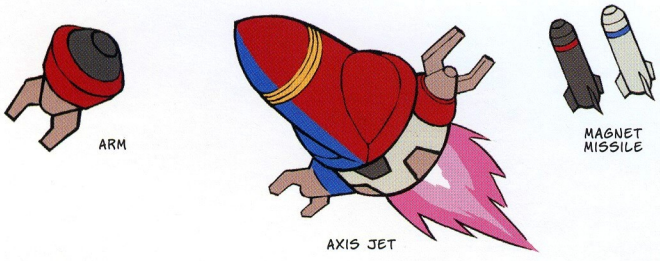
This is the form Magnes takes when he transforms using his Noise Card. Spade Magnes engages his enemy with powerful electromagnetic attacks.

↓OFFICIAL ILLUST↓

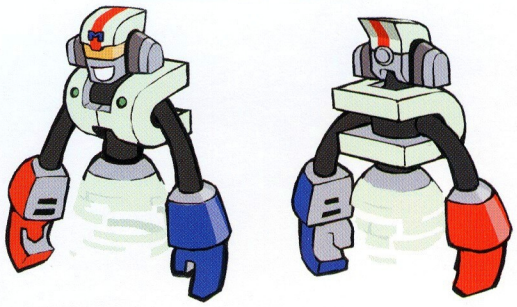


Since Spade Magnes is the first boss character that appears, we made him really big and intimidating. I angled his eyes upward to make it clear that the transformation had made him evil, but his face was unfortunately not very visible on-screen. This is just a bit of trivia, but since the spade mark on playing cards looks like a little sword, I made both of his hands into swords for him to use as his main weapons.

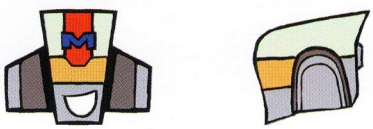




MAGNES
マグネッツ



Woody created this Wizard to act as a navigation system for his rocket. Magnes usually has a very happy and friendly personality.



DIAMOND ICE
ダイヤ・アイスバーン

This is what Belle's Wizard, Ice, looks like when she transforms due to the Noise Card. Diamond Ice specializes in ice-based attacks.



OFFICIAL ILLUST







It's usually hidden by her hair, but she has a diamond mark on her forehead.



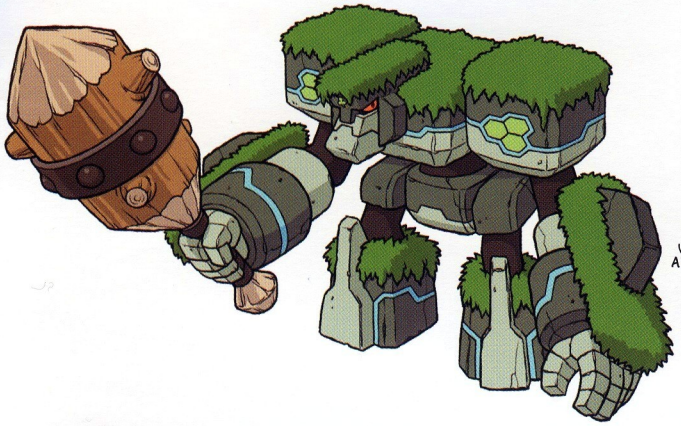
BREAK ICE HAMMER

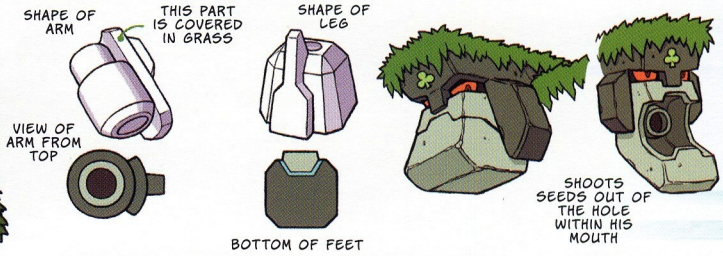
Following the giant Spade Magnes, Diamond Ice is the smallest boss character in "Star Force 3." Unfortunately, a tiny character does not show up very well on-screen, so we gave her large adornments on her head and a massive hammer to portray the illusion of size. We wanted to give her an outfit that allowed for fast, flowing movements, so I based her outfit on figure skating costumes. Since her trademark is the diamond, I squeezed in over 50 diamonds all over her body. (Ueda)

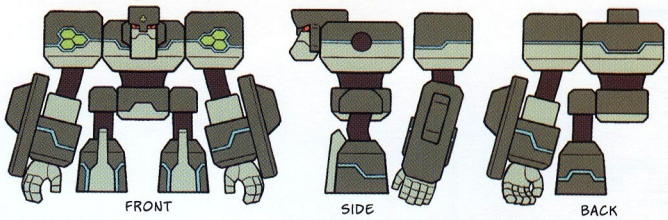
CLUB STRONG
クラブ・ストロング

When the Noise Card forces Strong into transforming, he takes on the form of Club Strong. The powerful swing of his mighty club is quite devastating.





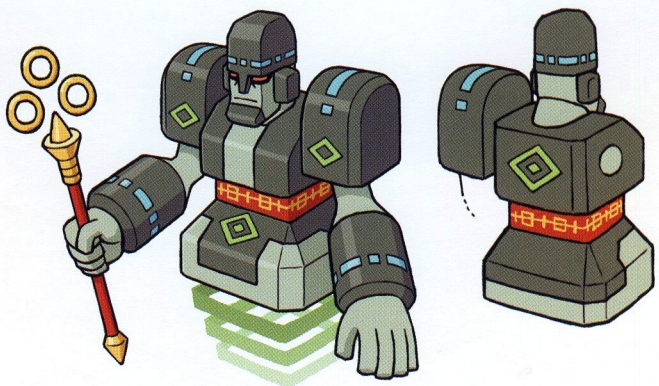




Since he is the largest boss character in the game, we had to set his head low on his shoulders to avoid having his head go out of frame on the game screen. His domain is the natural world, so he is built to look like a mountain and is covered in grass. With his mark being the club suit, it was only natural that his weapon would be a massive club. (Ueda)

STRONG
ストロング

The Wizard who was in charge of maintaining the environmental control system of the southern island nation known as Alohaha. Strong is as big of heart as he is of body.



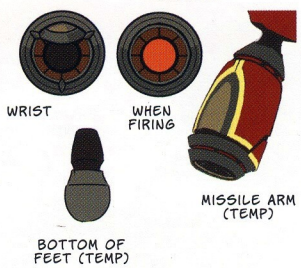
DREAD JOKER
グレイブ・ジョーカー

This is the form Joker takes after he Finalizes. Joker holds a commanding position within Dealer, and as such boasts powerful attacks both at close and long range.





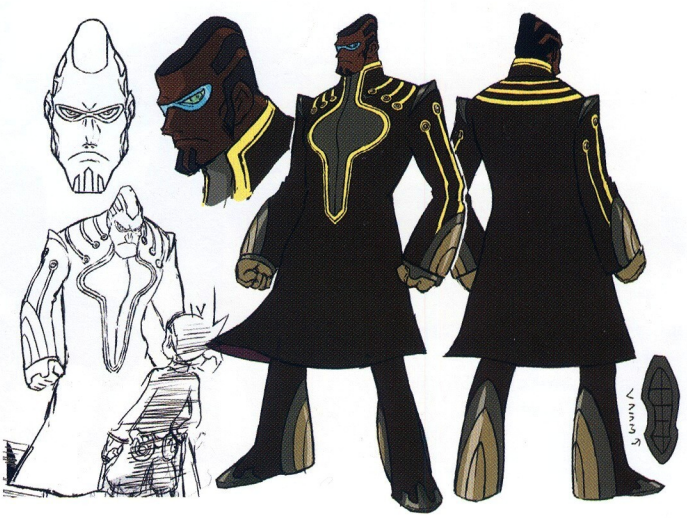




Dread Joker is not the combined form of two entities; rather, he himself is a Wizard who has Finalized. His external appearance does not change much except for the addition of armor. The letter "J" on his shoulders and his mobile shades are some of his coolest features. (Ueda)

JOKER
ジョーカー

Joker is loyal to King, the head of Dealer. The truth is that Joker is not a human at all, but is instead a man-made Wizard.

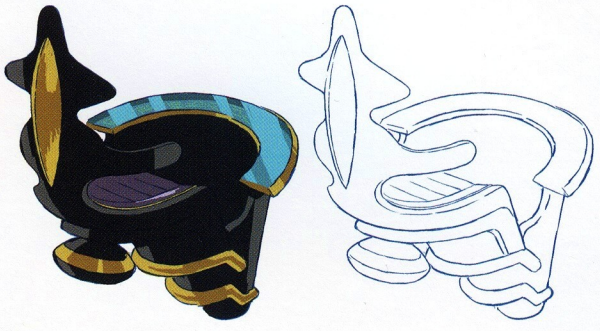


Yamashita (of the scenario team) had given me some reference materials on which to base Joker's design, but as I was working on him I slowly found my designs being influenced by the music and videos that I had playing at the time. In the end, the Joker I created didn't really look like the original reference images Yamashita had prepared for me... but I still think he turned out quite well. (Nakajima)

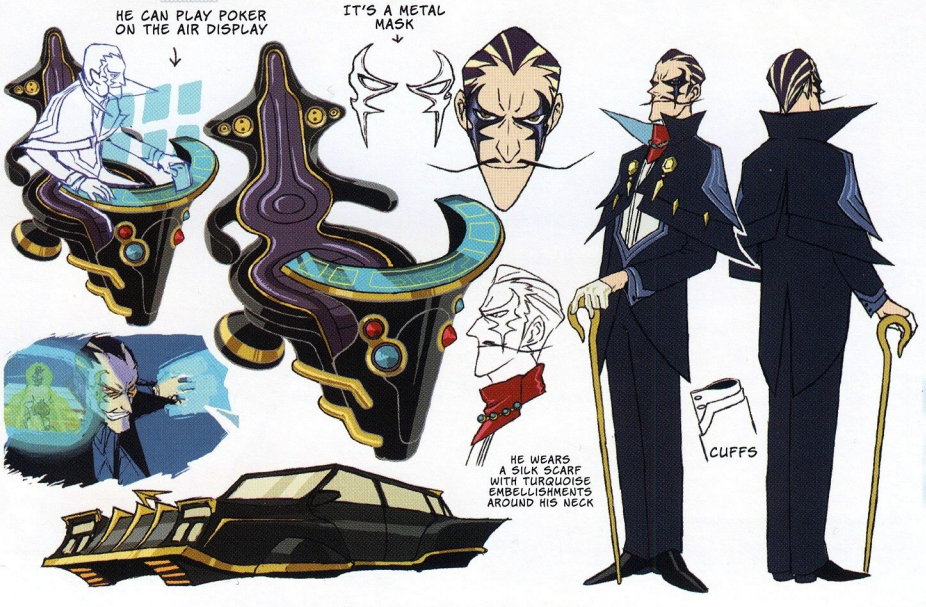


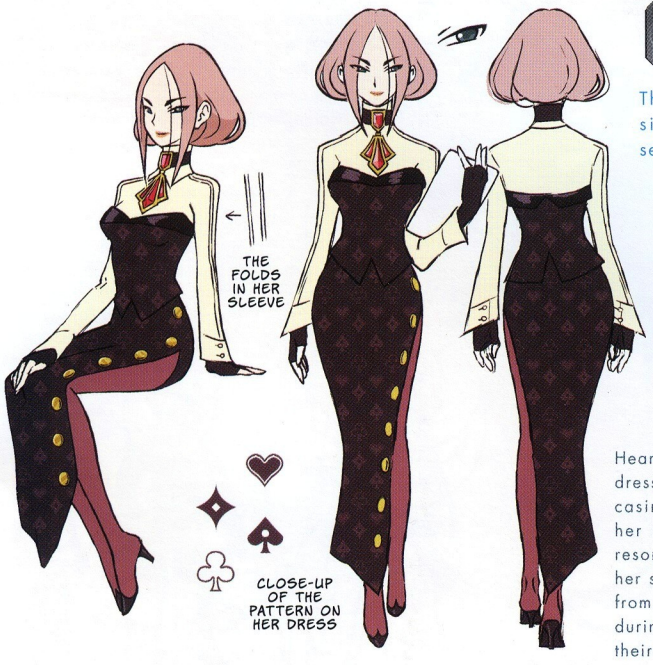
KING
キング

As the man behind Dealer, King uses his knowledge of EM wave technology to advance his evil schemes. He uses Meteor G to threaten and control humanity.



Designing King's "throne" was much more difficult than doing King's actual character design. I wanted to give it that luxurious shine of a grand piano while maintaining a mechanical look, but it just wasn't coming together. I got pretty depressed, realizing that I needed a lot more practice drawing mechs. Still, it turned out looking pretty awesome on the game screen, so I am very grateful to the amazing pixel artist who made it come to life. (Nakajima)





HEARTLESS
ハートレス

This mysterious woman is constantly by King's side. She is working for King for her own secret reasons, and ends up betraying him...





Heartless' fashion is a mix of a Chinese dress and that of a card dealer from a casino. I think I succeeded in making her look quite sexy without having to resort to exposing copious amounts of her skin. I got the idea for her hairstyle from seeing girls walking around town during winter with their hair tucked into their mufflers. (Nakajima)



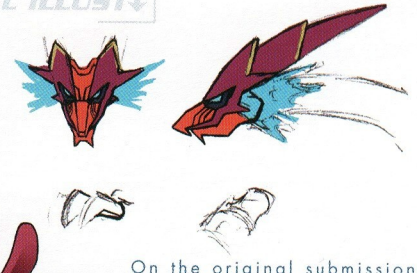
CRIMSON DRAGON
クリムゾン・ドラゴン

King takes on the form of the Crimson Dragon by merging with the core of Meteor G. The Crimson Dragon is a powerful foe who manipulates highly-concentrated Noise.



I think having the huge humanoid chest of a final boss filling up the screen is pretty cool, but since the previous two titles were like that, we decided that we wanted to go for something completely different this time around, and ended up with a European dragon. Since King takes this form by merging with a server core, I kept some of King's design elements in the appearance while adding things like data conduits to bring out the mechanical qualities. Throughout both this and the "Battle Network" series, this is the first time we had the main human villain come out as the final boss. (Ishihara)

↓OFFICIAL ILLUST↓



MOON DESTROYER
ムーン・ディザスター

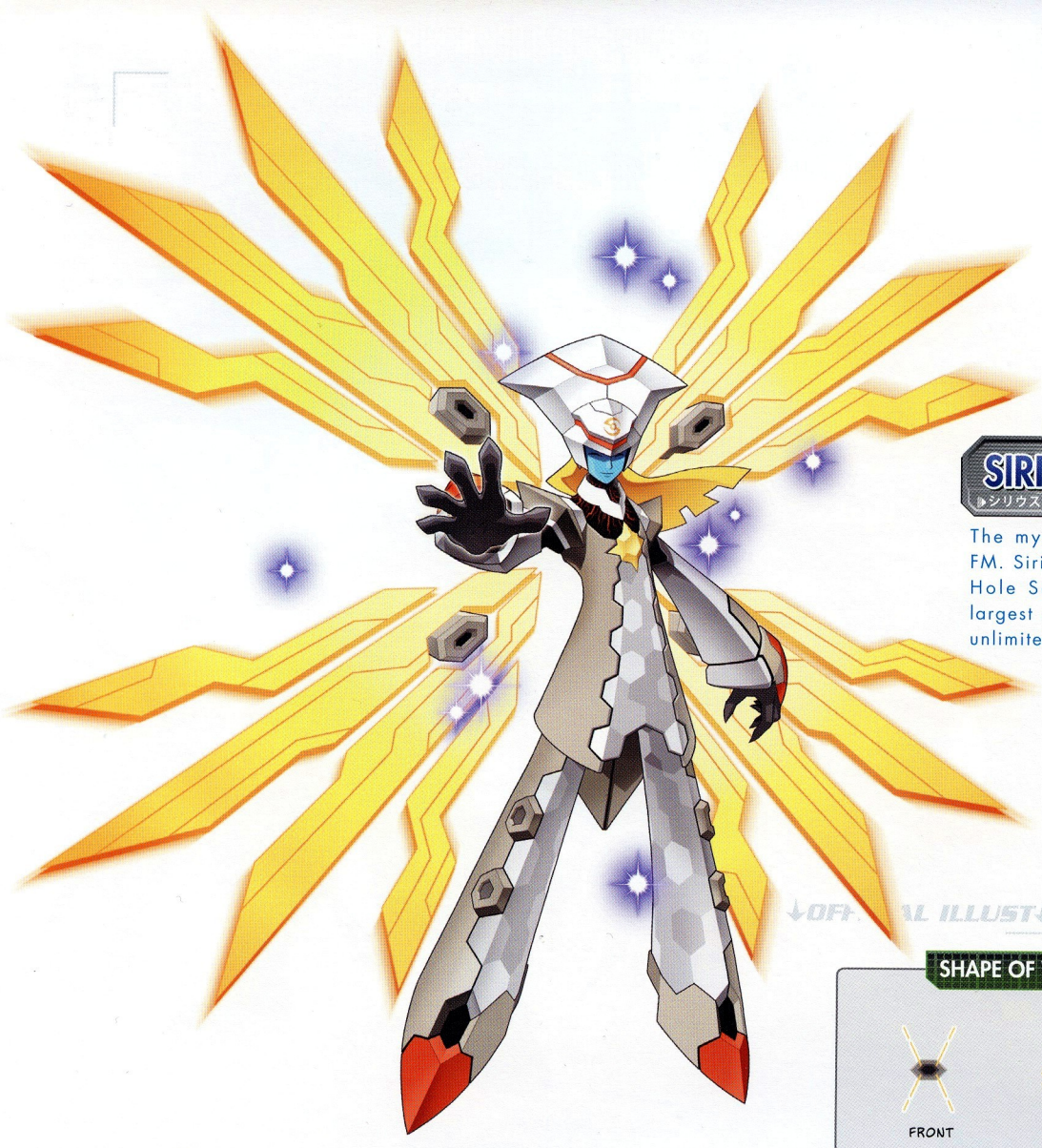
An EM being from the surface of the moon. He loves being in the spotlight, and will sing to any passing EM beings that will listen.





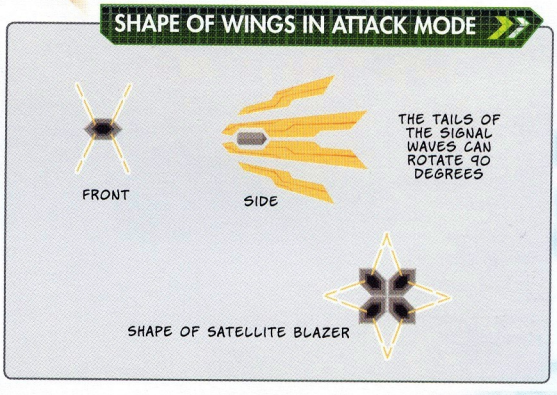
On the original submission (see page 86), it stated that Moon Destroyer is supposed to be Apollo Flame's rival. I didn't know if they'd actually use that bit of backstory in the game, but I gave Moon Destroyer an adult figure so that he'd be able to go toe-to-toe with Apollo Flame. I gave him tons of crescent-shaped boomerang adornments to give his silhouette a lot of volume, but it caused problems during 3D rendering, so I had to tone it down a bit. I think the most difficult aspects of this character design were trying to pick the right colors, and figuring out what his head would look like. Still, I had a lot of fun with this one. (Ishihara)

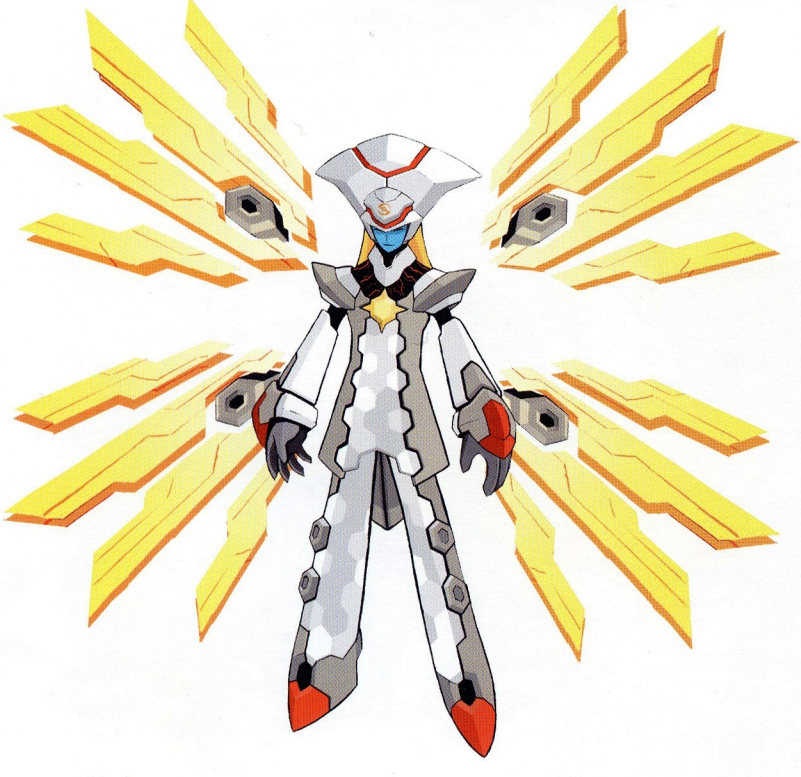
↓OFFICIAL ILLUST↓

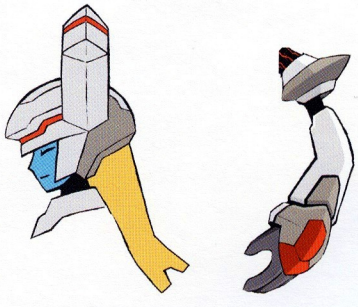


SIRIUS
シリウス

The mysterious entity targeting planet FM. Sirius is able to connect to the Black Hole Server, which is said to be the largest server in the universe, to gain an unlimited source of power.







Unlike the other bosses, Sirius does not have a "before transformation" form. I needed some kind of theme to base his design on, so I picked a squid. (Sirius' character doesn't have anything to do with squids, but I just happen to like them.) Since Sirius is supposed to be a powerful presence like Black Ace and Red Joker, I gave him similar design elements like glowing lines and generator parts behind him. He is emitting high levels of electromagnetic waves instead of Noise. Since "Sirius" is the "Dog Star," the brightest shining star in the heavens, I basically have all of the lines flowing out from the star on his chest. The majority of his body is white in color, so I added bright red parts on his extremities to make visually tracking his movements easier. I was hoping his 3D model would have this perpetual sparkle around him, but I had to give up on that idea due to resource limitations. (Ueda)

SOLO
ソロ

A descendant of the Mu civilization. Solo can transform into Rogue, and he does so to fight against Dealer, who he finds out is using Mu technology for evil purposes.



OFFICIAL ILLUST



OFFICIAL ILLUST

LAPLACE
ラプラス

The EM wave entity who accompanies Solo. Laplace transforms into a sword to aid Rogue in battle.



For Laplace's sword form, I was going for a sort of ceremonial blade look that would give off a certain "Mu" vibe. The blade of the sword can also look like a face, depending on how you view it. In his Wizard form, I wanted Laplace to look pretty creepy. Though he is always by Solo's side, Solo himself is a pretty aloof character, so I didn't want them to seem like they were "buddies" per se. Laplace's face leaves you wondering if he even thinks or feels anything. (Nakajima)

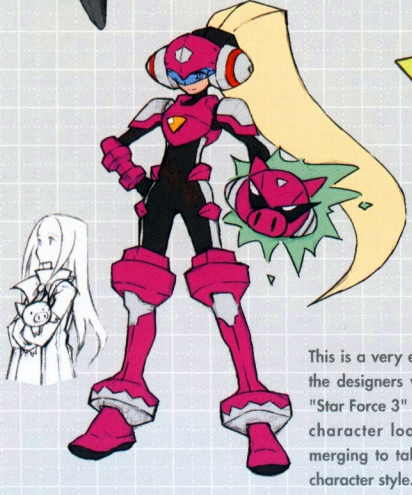








Jack Corvus's early design. He started off as a sort of "evil Mega Man," but slowly took on his own style.



This is a very early image done by one of the designers well before the concept for "Star Force 3" had been nailed down. This character looks like a girl and a pig merging to take on a classic Mega Man character style.

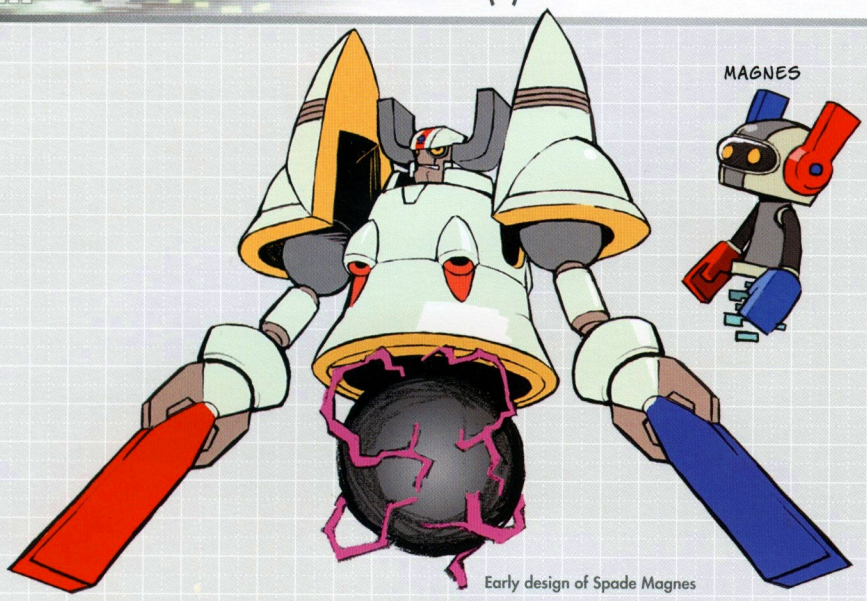


Design concept for Queen Virgo. At this stage, her helmet was quite similar to Jack Corvus's in shape.





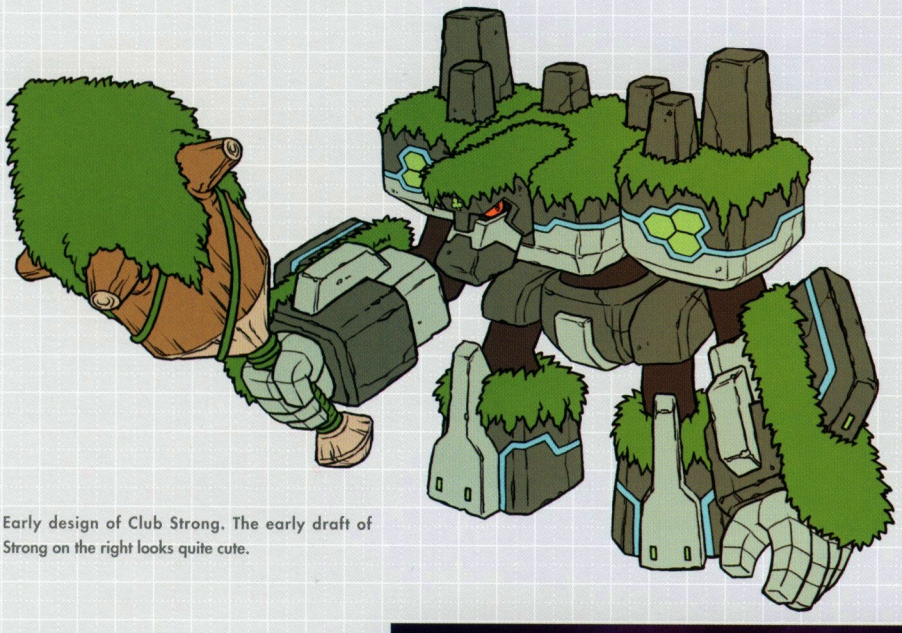
Early designs for Corvus and Virgo. Their basic shapes did not change much between this stage and the final drafts. Those cute little eyes actually seem to suit Virgo quite well...



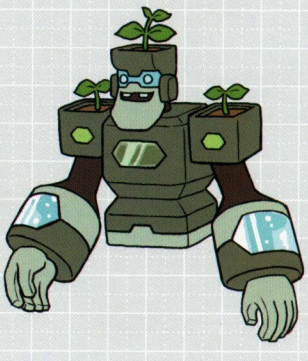
Early design of Spade Magnes



Early design of Diamond Ice



Early design of Club Strong. The early draft of Strong on the right looks quite cute.



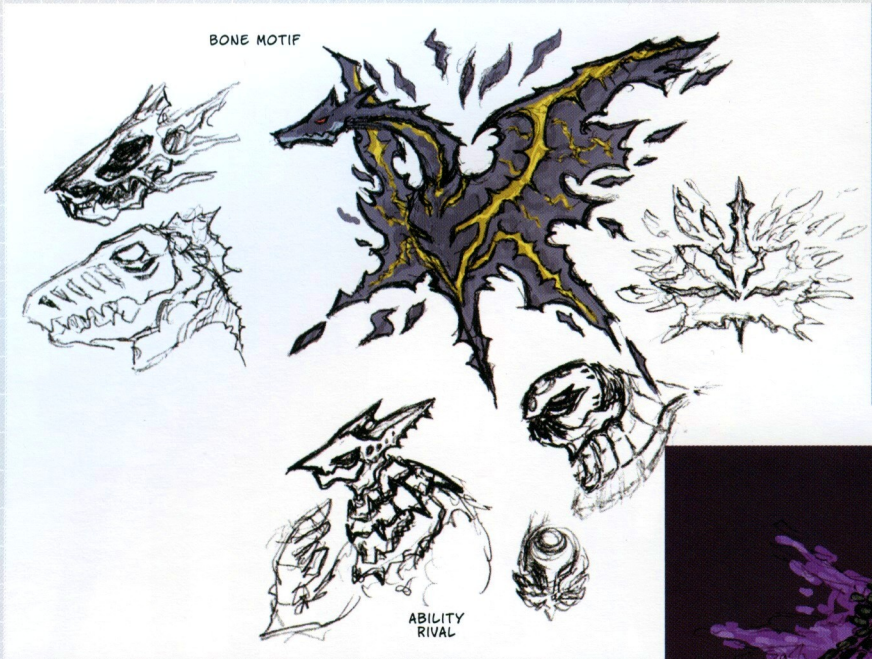


The original submission for Moon Destroyer's design. It is written here that Moon Destroyer is Apollo Flame's rival.



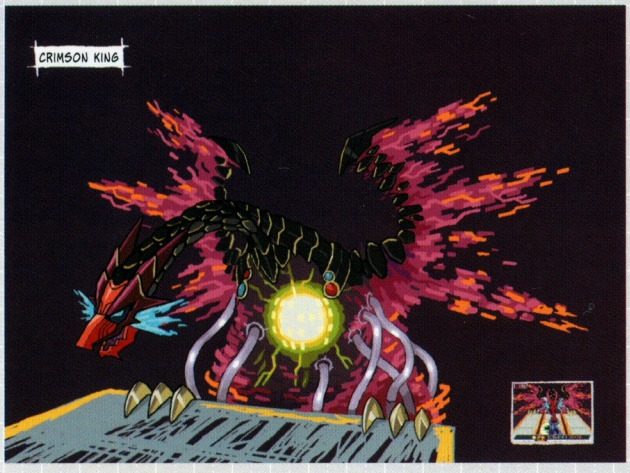
Two early drafts of Moon Destroyer. They took the best parts of the original design while adding necessary changes.



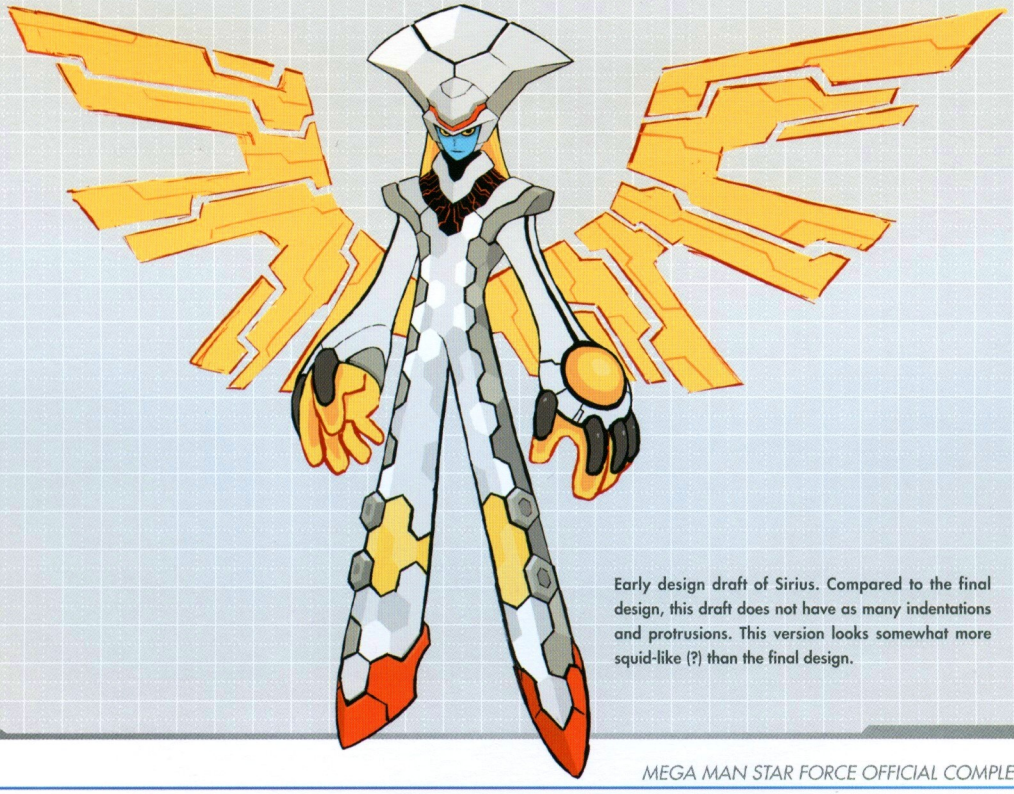




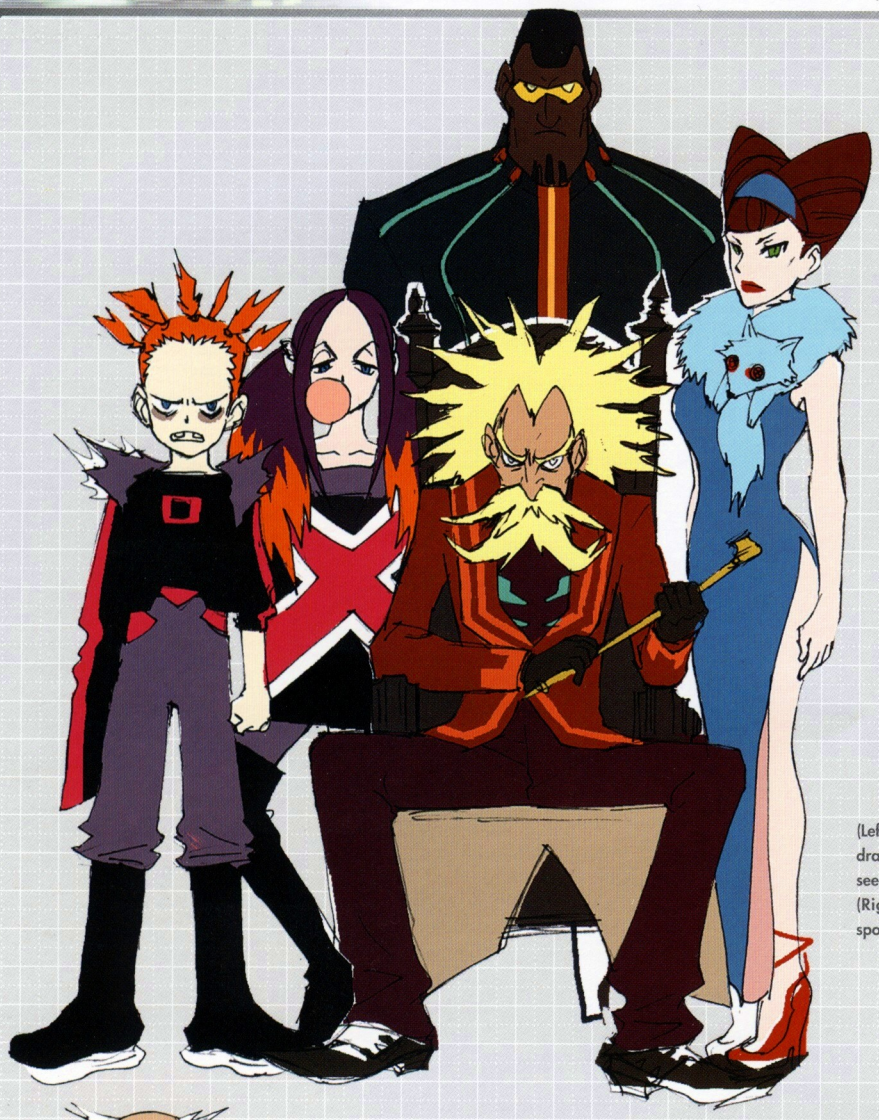




Design drafts for the Crimson Dragon. You can see that they tried various things with flames and such, especially around the head area. The draft to the left is the final design.



Early design draft of Sirius. Compared to the final design, this draft does not have as many indentations and protrusions. This version looks somewhat more squid-like (?) than the final design.

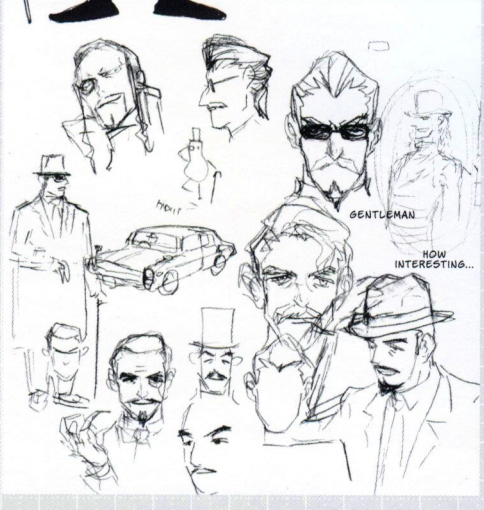




(Left) An early design draft of King's group. They were drawn together to establish their group persona, and to see how the characters play off of one another.
(Right) Early draft of Jack and Queen Tia. They are sporting a very punkish style.



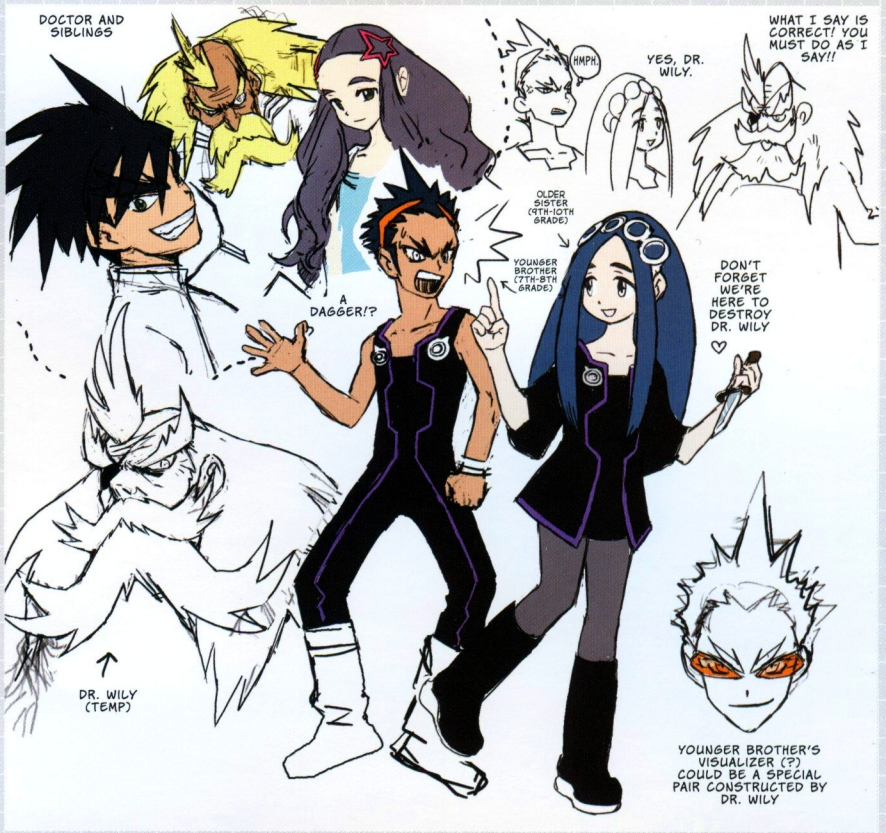
A sketch of King. They slowly shifted from a noticeably Dr. Wily-esque old man to a creepier gentleman-type character.













It took awhile for an official decision to be made regarding Jack and Queen Tia, so we submitted a few sketches in hopes of getting the ball rolling in the right direction. At first, I pictured Jack to be a pretty dark and clearly evil character, but that style was rejected because it made him too unapproachable. (Though I myself quite liked these old designs.) I adjusted him a bit to make him less intimidating, and he eventually settled into a good design. (Nakajima)

Queen Tia also proved a little difficult in the personality department. At first, I had her posing at an angle, made her a bit haughty, and even tried showing her as a bit of a "slow" character. None of these versions stuck, and by discussing the character with the scenario team lead, we were able to nail down her character as a quiet and mysterious sort who does not completely agree with King and his ways. Since her Wizard is Virgo, we put a little more focus on her feminine side, and gave her things like a hair accessory, a skirt with a tightened waistline, and a more feminine silhouette. (Nakajima)





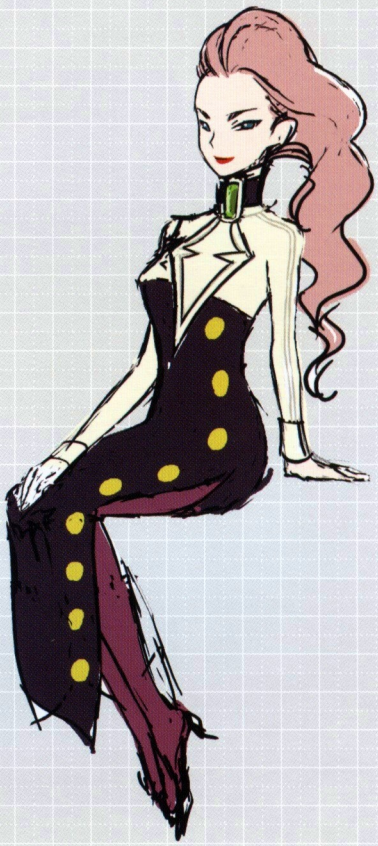
Various rough sketches of Jack. He was initially designed to be slightly older than Geo, but was later made to be younger to better live out his role as Geo's rival. As his age was reduced, so was his height.







These sketches show Jack and Queen Tia getting closer to their final versions. The sketch above shows Geo and Ace with Jack and Queen Tia. The image on the right is an early draft of Heartless.





Design drafts for Joker and Dread Joker. His intimidating and emotionless aura was established early on in the design process.



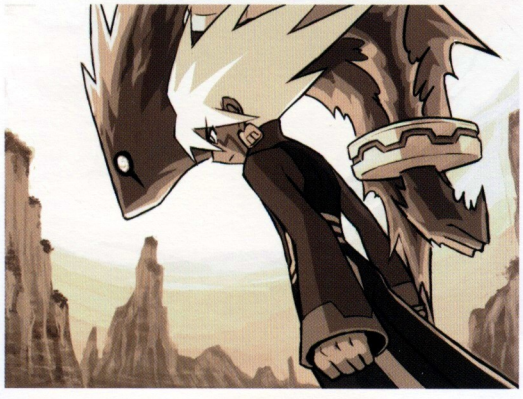




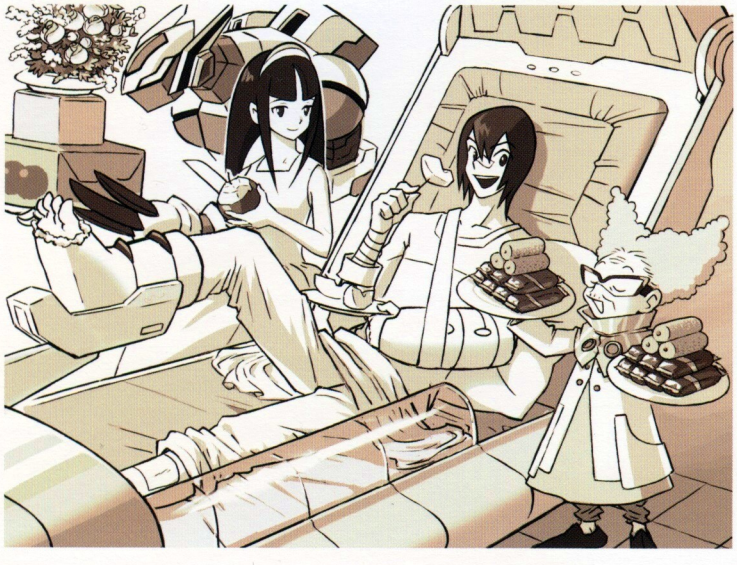
These are the images that shape the world of "Star Force 3": the ending illustrations, backgrounds, and viruses.

ENDING ILLUSTRATIONS

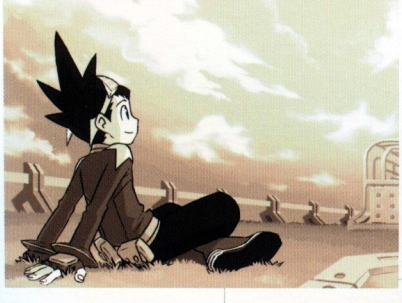
These images came together easily because I wanted "Star Force 3" to have a happy ending, where everyone has a smile on their face. I can't say for sure what happened to Ace, though. Did he survive? The image with him laughing and chatting in a hospital bed may be reality, or it may just be a representation of someone's desperate wish. I will leave that up to the player's imagination. (Yamashita, Scenario Team Lead)

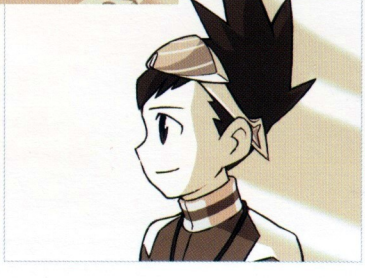






I knew how the story was going to end because I read through the script, but I hadn't actually played through the game when I drew these images. Even as I was drawing them, I wasn't really clear on how the final scene of the game would connect to these final images. I just hope they worked out all right. If they did, that is a result of Yamashita's excellent guidance. (Nakajima)

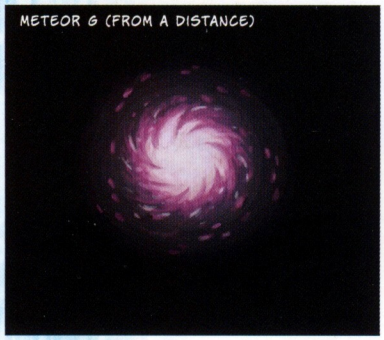






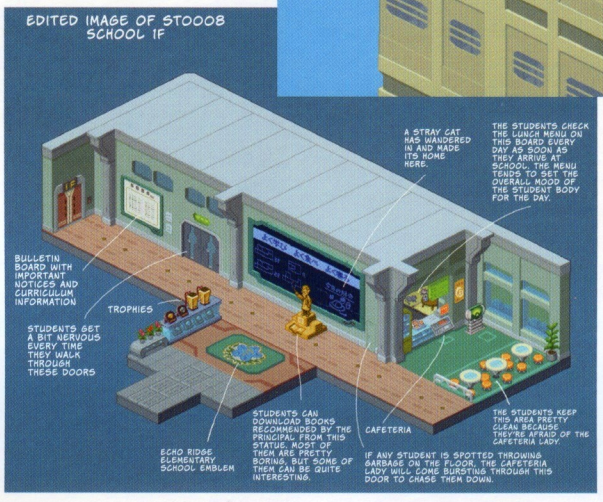
"STAR FORCE 3" BACKGROUND DESIGNS

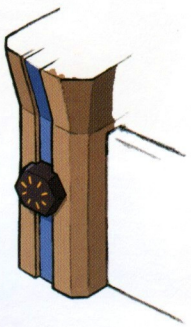
METEOR G



ECHO RIDGE ELEMENTARY

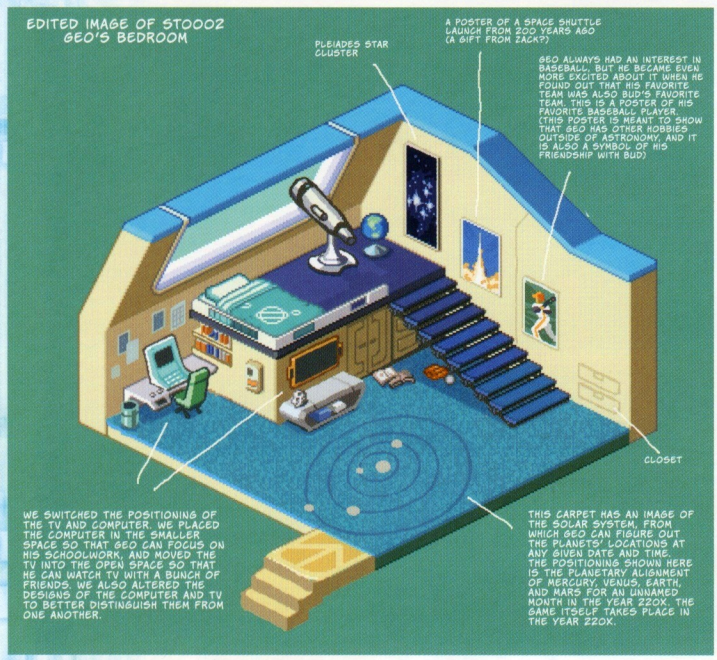






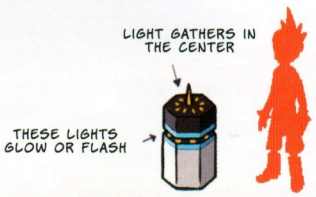
For "Star Force 3," we really focused on the little details like the Wave Station, the waiting area of the train station, and even the automatic doors. Even in the field maps that were carried over from "Star Force 1" and "Star Force 2," we wanted to add a new level of realism to them while maintaining the futuristic look. For most of the maps, I drew directly on top of the basic images prepared for me by the planners and pixel artists to create design drafts that looked closer to what the maps would actually look like on-screen. (Ishihara)

STELAR HOUSEHOLD





REAL WAVE PROJECTOR



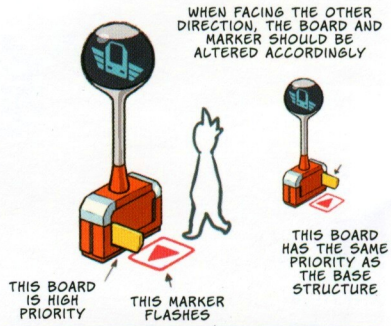
BIG WAVE



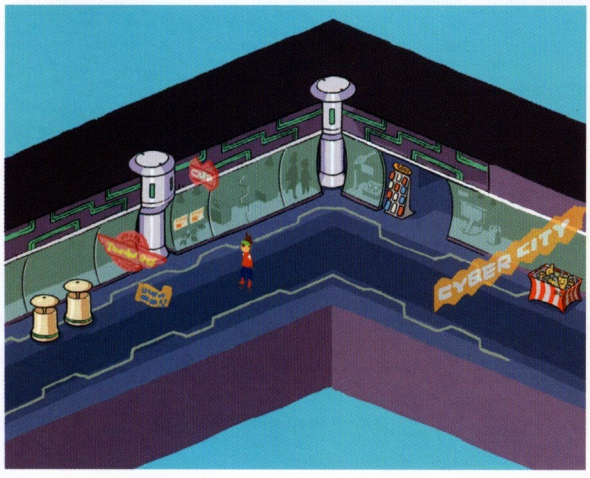


The Card Trader guide is based on one of those things you spin during a random draw to win prizes. For "Star Force 1" this role was filled by a Navi, and a Hertz occupied the role in "Star Force 2." In "Star Force 3," it is this machine you see to the left. Not very exciting, perhaps, but we did come up with something new for each game. (Ishihara)

WAVE LINER TICKET BOOTH



SPICA MALL INTERIOR

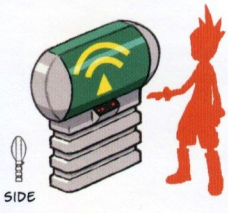


SPIMO



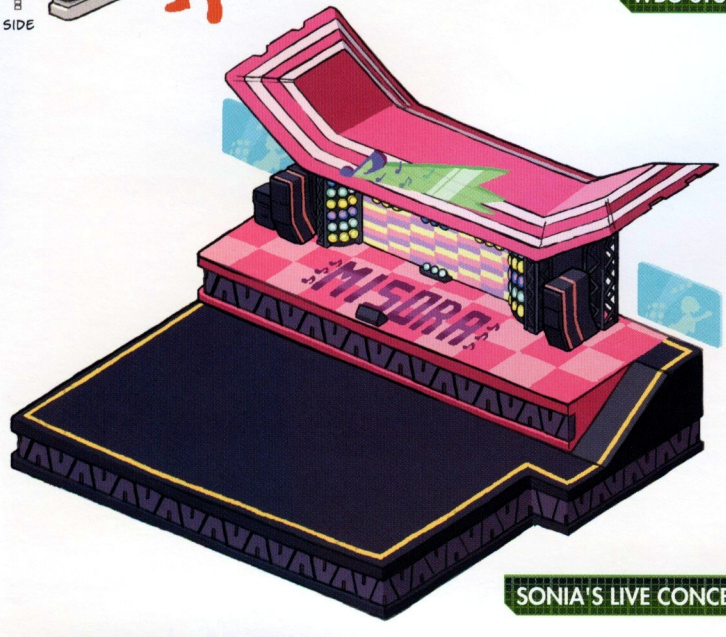


WAVE STATION TERMINAL



WBG STUDIOS EXTERIOR





SONIA'S LIVE CONCERT STAGE

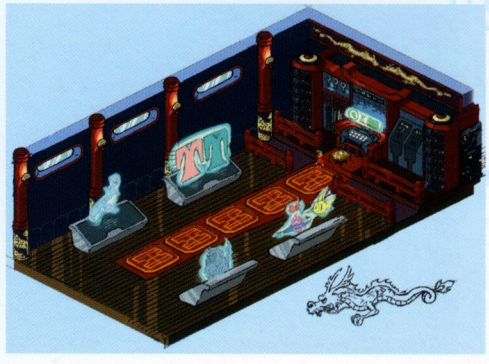
SET CAMERAS



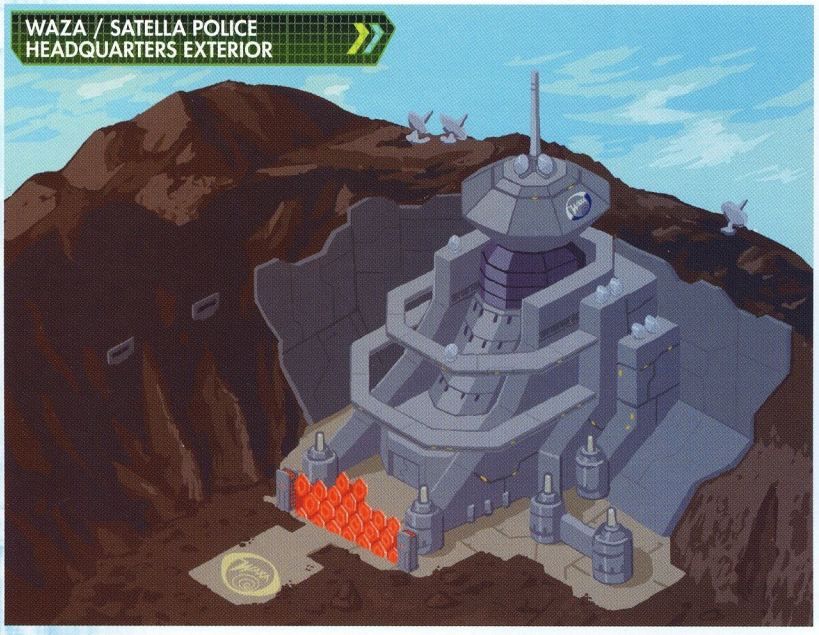
ALOHAHA



ALOHAHA CASTLE INTERIOR



WAZA / SATELLA POLICE HEADQUARTERS EXTERIOR

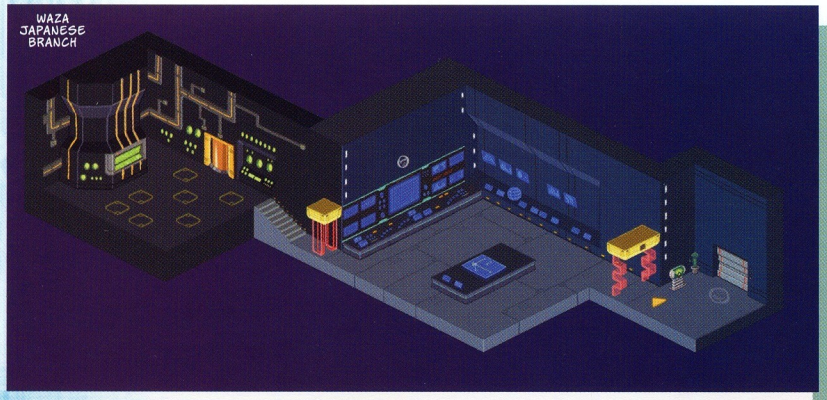


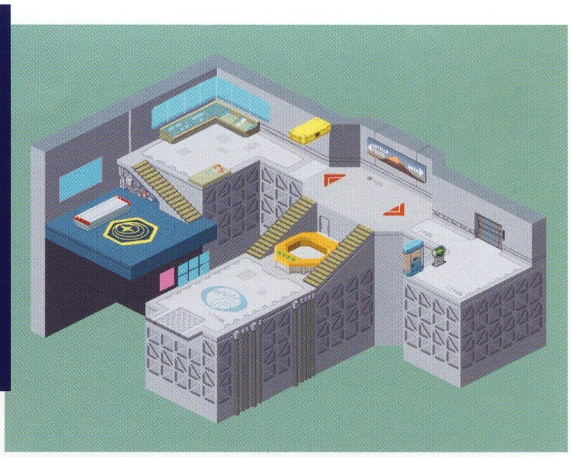
You can't really tell from this angle, but the headquarters are built in the crater of Mount Fuji. (Ishihara)



When I heard that Umaibo (a Japanese snack maker) would be doing a Mega Man package, I drew up this example of what I thought it'd look like. Surprisingly, they used my idea for the actual package. Mega Man is in the front, and that's Ace looking all happy in the background, surrounded by Umaibos. (Ishihara)

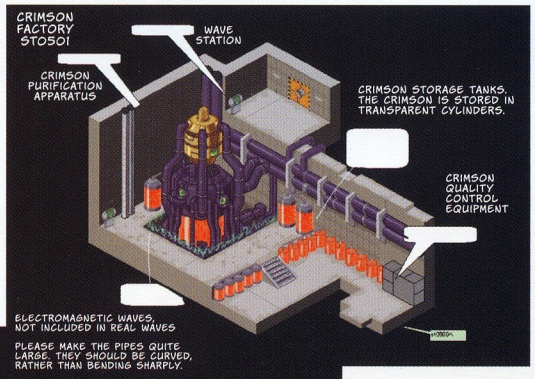
SHOOTING STAR UMAIBO

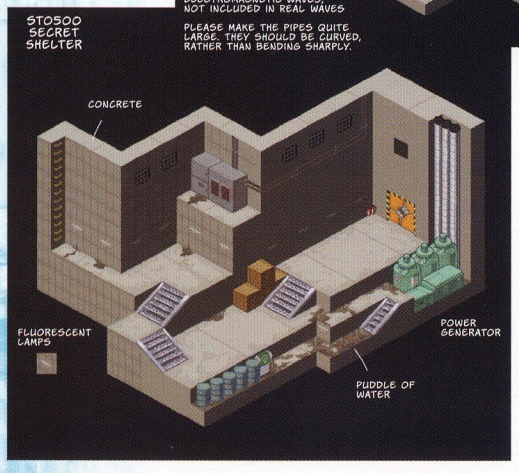


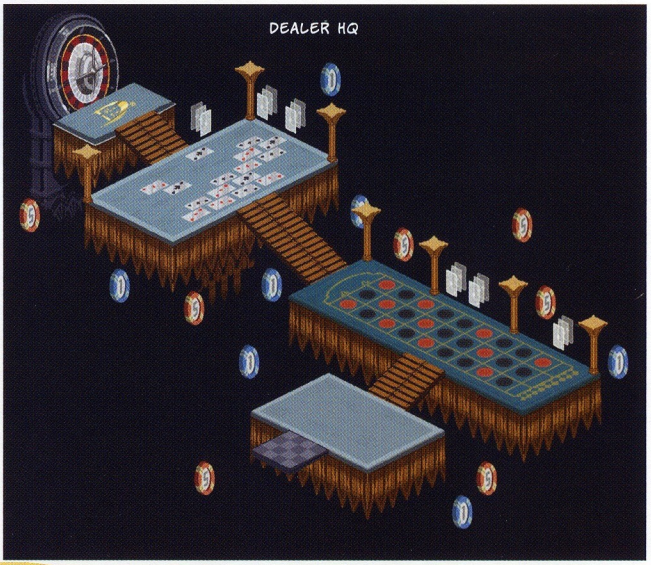


WAZA / SATELLA POLICE HEADQUARTERS INTERIOR

DEALER HQ AND CRIMSON FACTORY





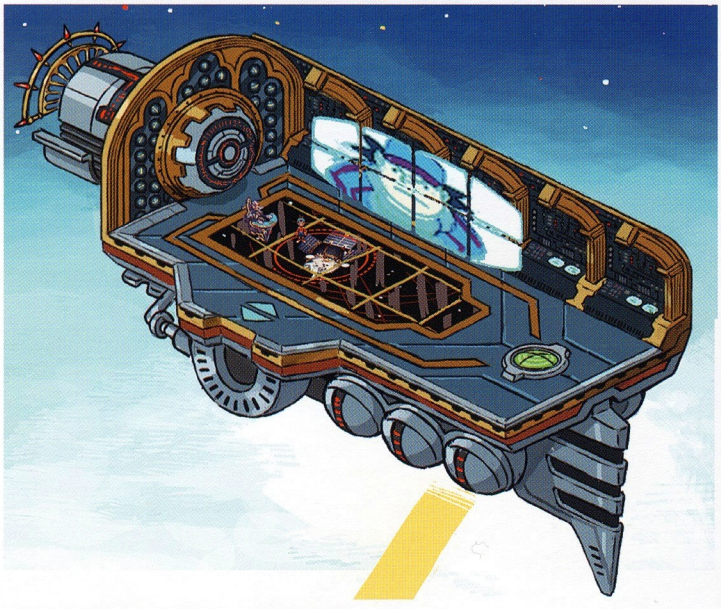


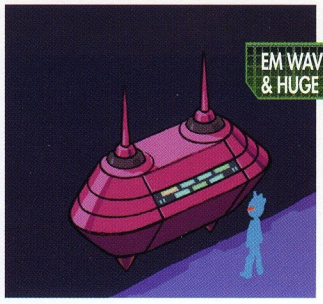


I was asked to make Dealer HQ a mysterious place with elements of cyberspace as well as Gothic-style design. Now that I look at it, the only areas where I managed to incorporate any Gothic style were the parts of the floor that are under the actual floor panels... (Ishihara)

DEALER EMBLEM

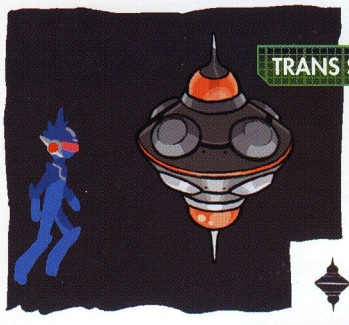
DEALER'S ORBITAL BASE





EM WAVE TRANSMISSION STATION & HUGE WAVE STATION





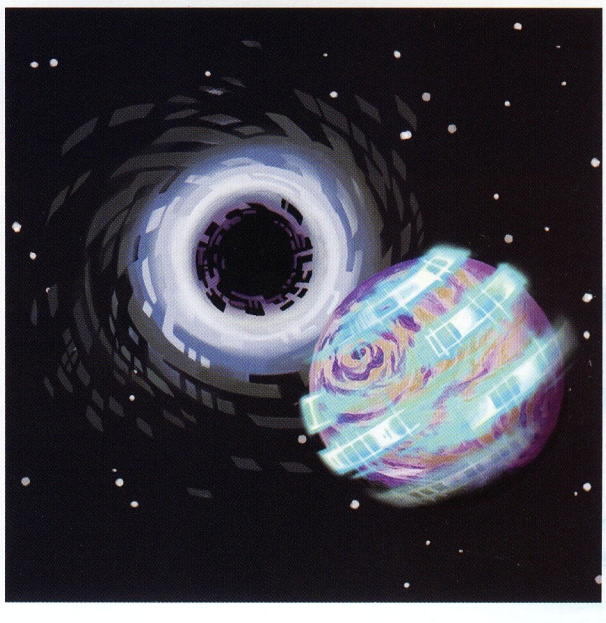
TRANS SATELLITE

THE ORANGE AREAS GLOW. WHEN IT IS INACTIVE, THE ORANGE AREAS GO DARK.

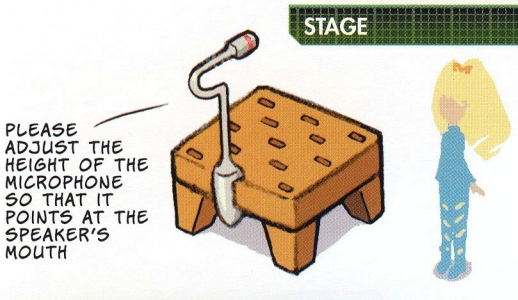
IMAGE OF METEOR SERVER CENTRAL CORE



PLANET FM AND BLACK HOLE

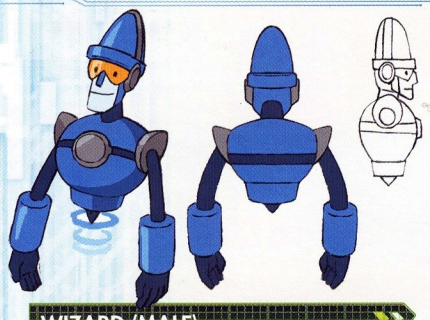


STAGE

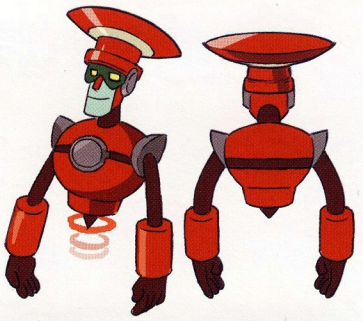


LOGOS

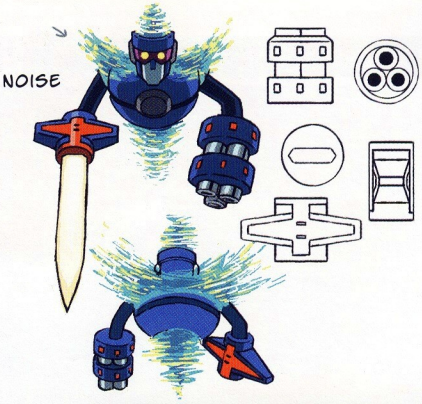




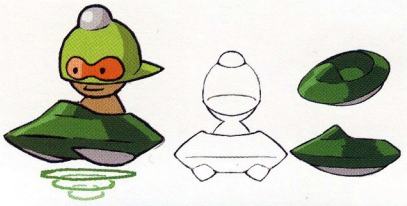
WIZARD (MALE)



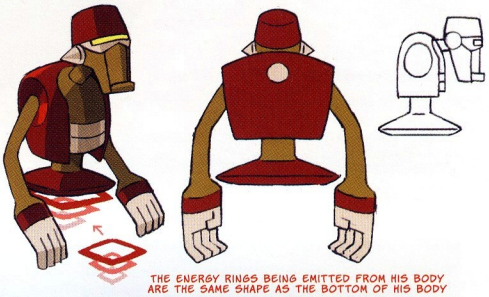
WIZARD (MALE)



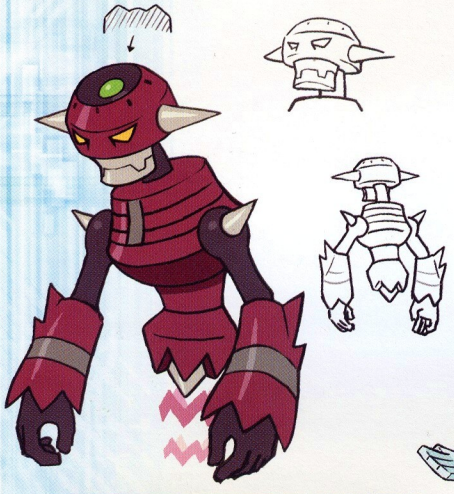
NOISE WIZARD



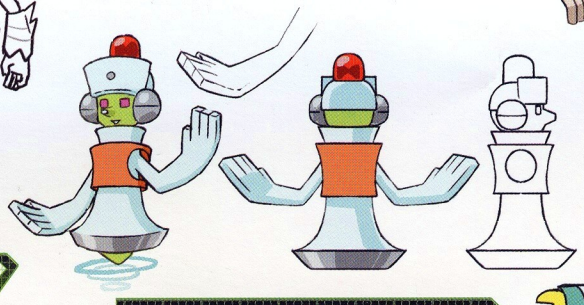
CHILD WIZARD



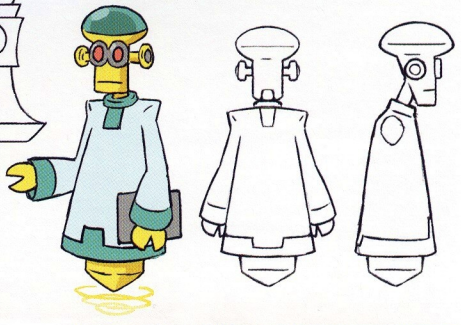
ELDER WIZARD



ROGUE WIZARD



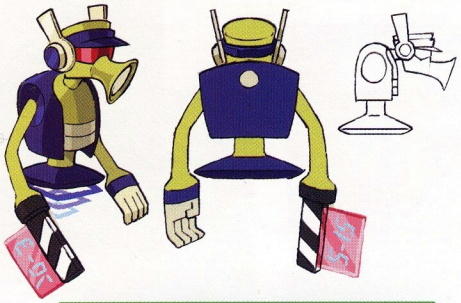
MEDICAL WIZARD



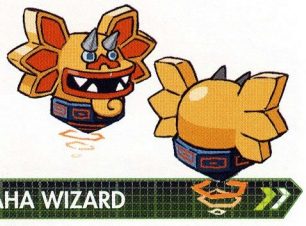
PROFESSOR WIZARD



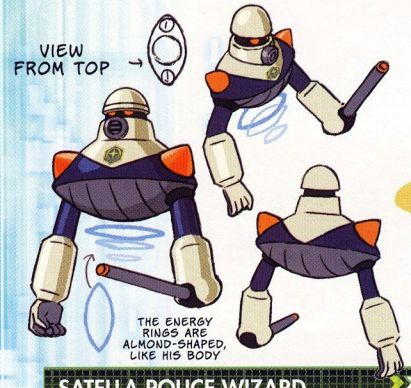
PATROL WIZARD



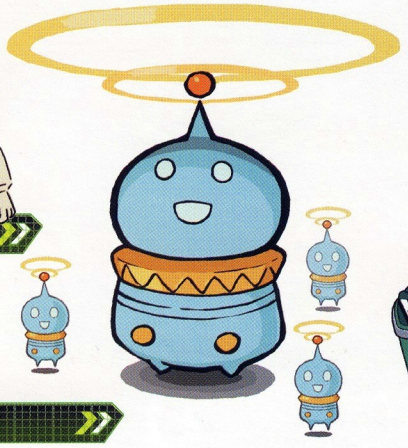
DIRECTOR WIZARD



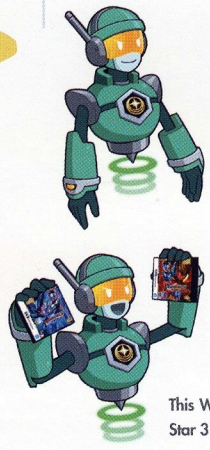
ALOHAHA WIZARD



SATELLA POLICE WIZARD



KING HERTZ





CLARK

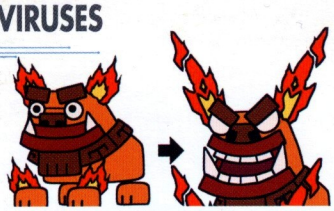
This Wizard worked hard as the navigator on the official "Shooting Star 3" website. He is a member of the Satella Police force.

OFFICIAL ILLUST

"STAR FORCE 3" NEW VIRUSES



MUSASHI



KOMA





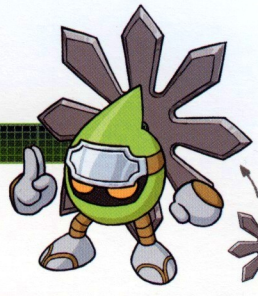
HIS WHISKERS SHOULD BE SLANTED BACK, BUT WE SHOULD STILL BE ABLE TO MAKE OUT THEIR SHAPE CLEARLY WHEN HE IS VIEWED FROM THE FRONT.

ALL OF THE RINGS ARE THE SAME SIZE. THEY SLIDE BACK AND FORTH WHEN HE IS IDLE, TO GIVE THE APPEARANCE THAT HE IS WRIGGLING.

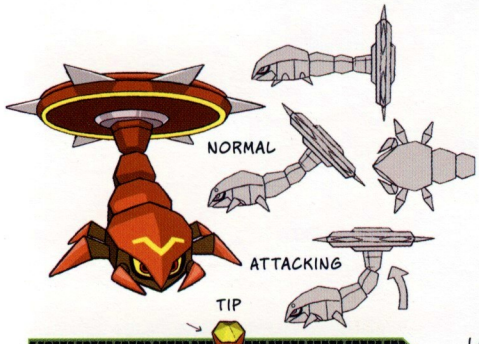
VOLTRAGON



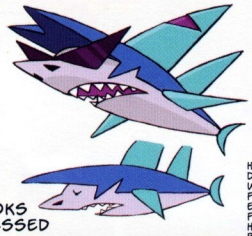
OMEGA-XIS COPY



SHURIKEN



CHAKRAM



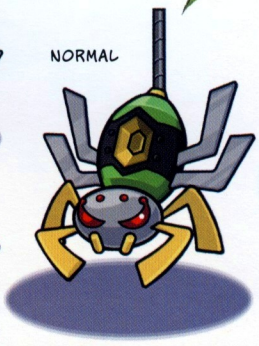
LOOKS DEPRESSED

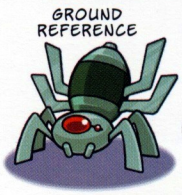


HIS LOWER BODY USUALLY DOES NOT COME OUT OF THE WATER, BUT WE WILL SEE HIS FULL BODY DURING THE BUBBLE EFFECT. PLEASE HAVE HIM FLOATING LIFELESSLY WITHOUT HIS SUNGLASSES DURING THE BUBBLE EFFECT.

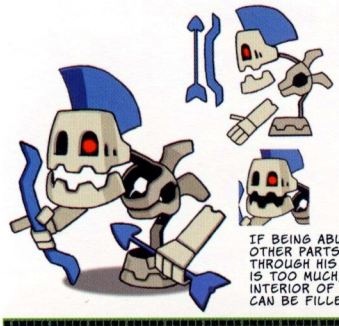
BLUE SHARK





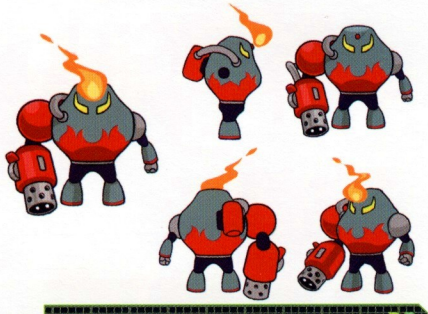


ARACHNID



IF BEING ABLE TO SEE OTHER PARTS OF HIM THROUGH HIS OPEN MOUTH IS TOO MUCH, THE INTERIOR OF HIS MOUTH CAN BE FILLED IN BLACK

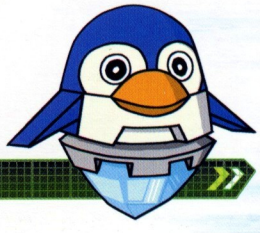
BONE ARCHER



SCORCHER



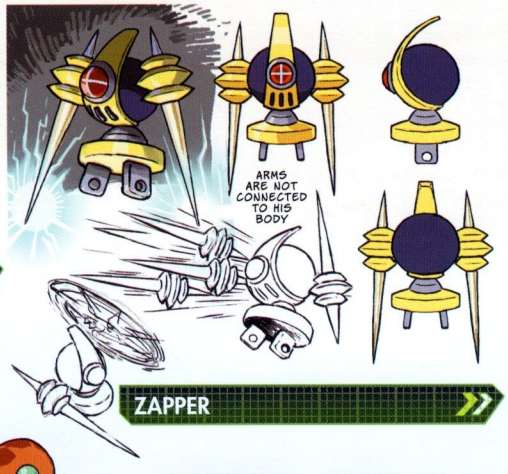
GRASS POLLEN



SPINGUIN



KU'I

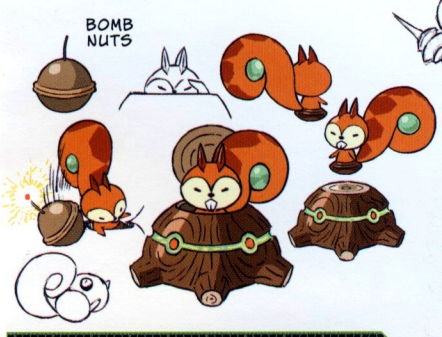


ZAPPER

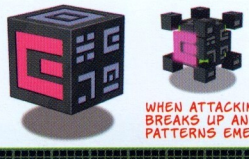




SMILES



NUTTY



WHEN ATTACKING, THE CUBE BREAKS UP AND LASER PATTERNS EMERGE

MU DEFENDER



NOISE BEAST

CHARACTER PORTRAITS (STAR FORCE 1-3)



GOODS DESIGN COLLECTION

This is a collection of some of the rarest "Shooting Star 3" illustrations! These images were used for "Shooting Star 3" goods and advertisements.

PENCILBOARD (BLACK ACE VERSION)

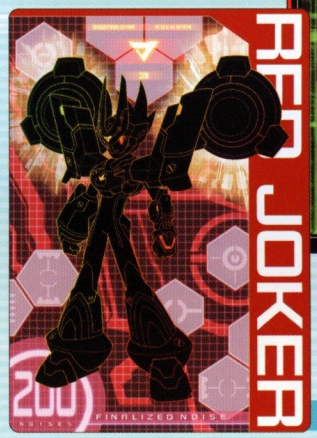


BACK



PENCILBOARD (RED JOKER VERSION)





BACK

PENCILBOARD (MAIN VISUAL VERSION)





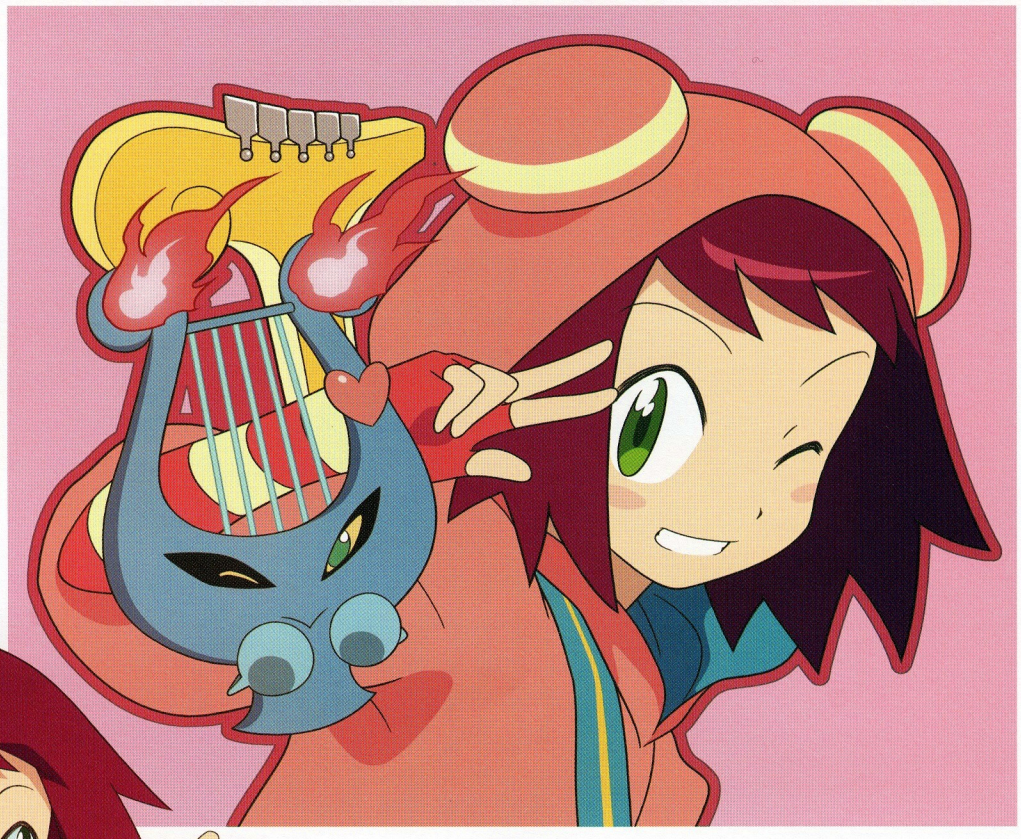
BACK

TIE-UP CD "STELLAR" BONUS WIDE CAP STICKER



A4 CLEAR FILE





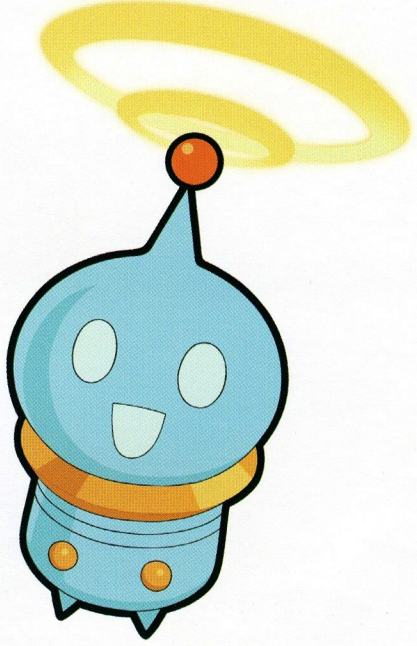
DATA

"Shooting Star 3" e-Capcom pre-order bonus
Exclusive art for the Original Desktop Calendar 2009 (Black Ace)



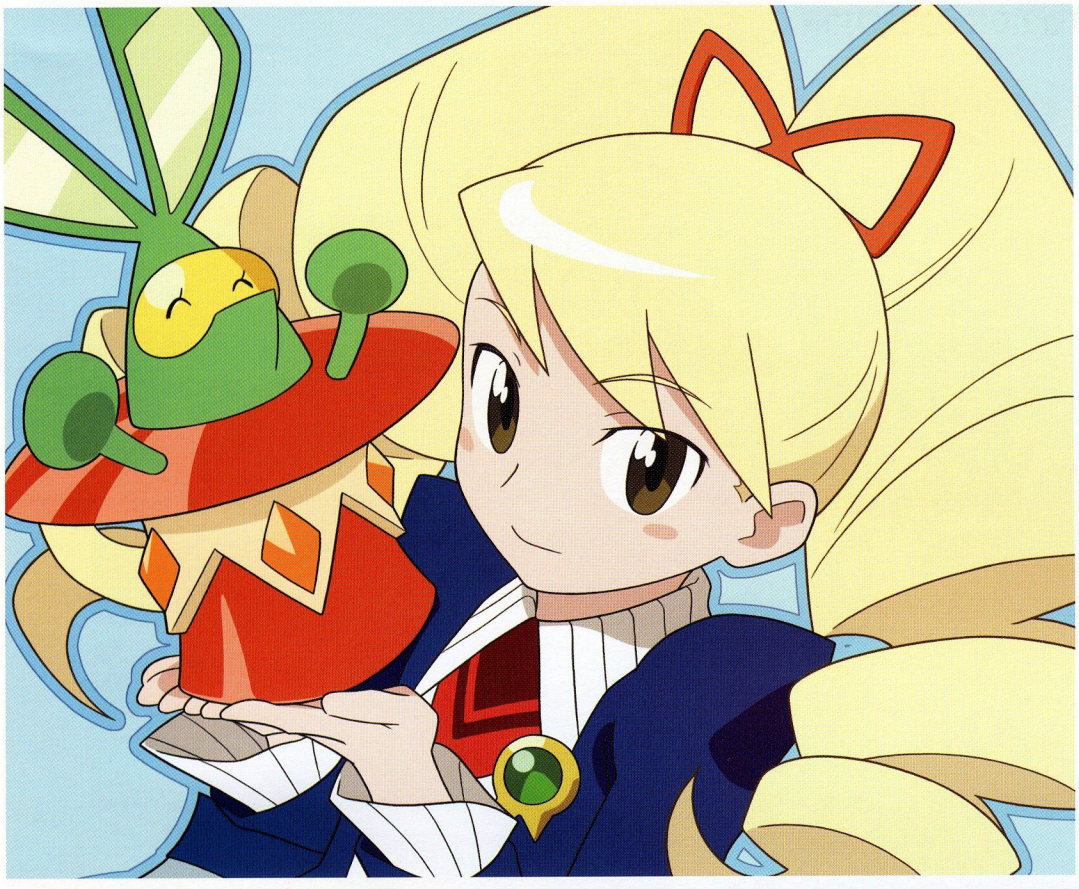
DATA

Exclusive art for pencilboard (Sonia & Luna)



DATA

Art for Mr. Hertz mobile phone cleaner



I drew these images of Sonia and Luna for the pre-order bonus calendars. They were so popular that I was asked to enlarge the image and add a bit of background so that the images could be remade into posters. Sonia's lively cuteness and Luna's spoiled-princess cuteness make both of them appealing in their own way. (Komaki)

DATA

"Shooting Star 3" e-Capcom pre-order bonus
Exclusive art for the Original Desktop Calendar 2009 (Red Joker)

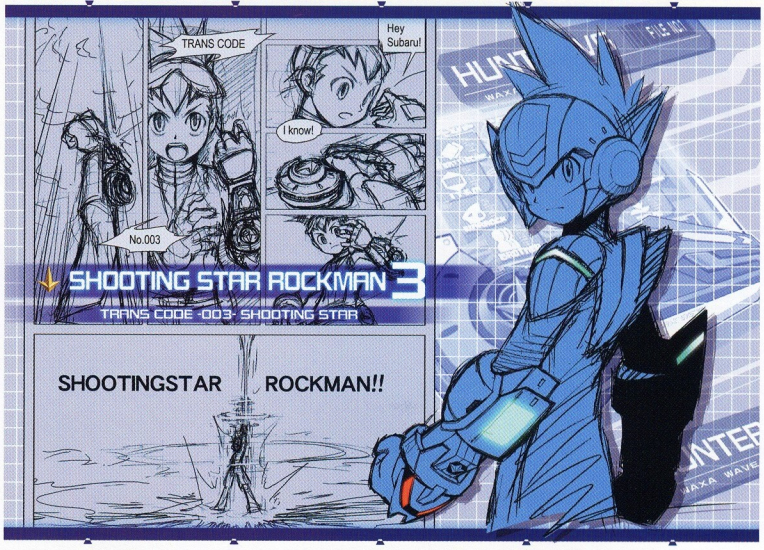


DATA

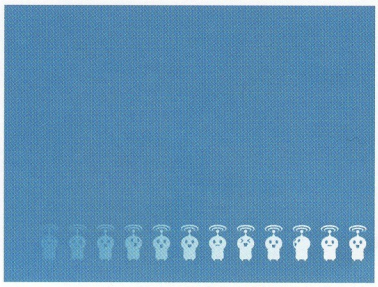
Exclusive art for pencilboard (Sonia & Luna)

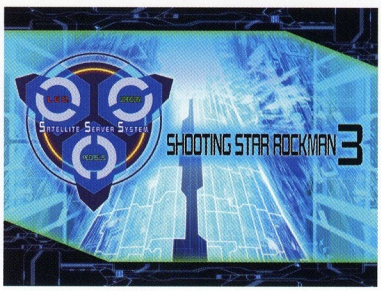
DOWNLOADABLE WALLPAPER COLLECTION FROM OFFICIAL WEBSITE

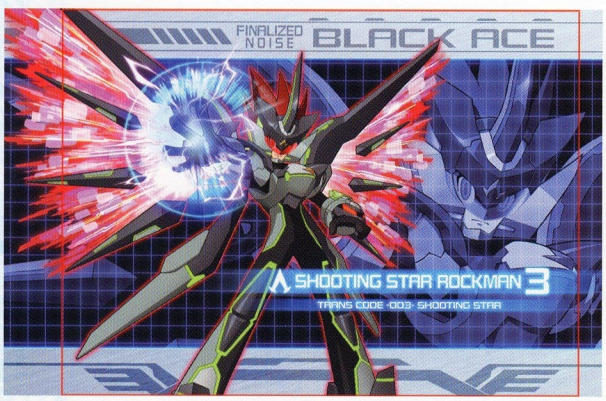


























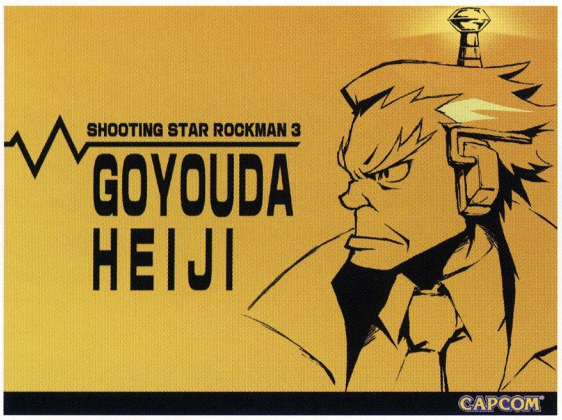

SHOOTING STAR ROCKMAN 3
LAPLACE
VARGO
OX
SOLO
SAGU
SLEIPNIR
CONTRA
ACID


SHOOTING STAR ROCKMAN 3
TOP SECRET
Project-TC
SHOOTING STAR ROCKMAN 3
TRANS CODE-003-SHOOTING STAR
ACID ACE


You will face the ultimate climax!
BLACK ACE
RED JOKER
©CAPCOM CO., LTD. 2006 ALL RIGHTS RESERVED.


SHOOTING STAR ROCKMAN 3
Get ready to face the ultimate climax.
©CAPCOM CO., LTD. 2006 ALL RIGHTS RESERVED.

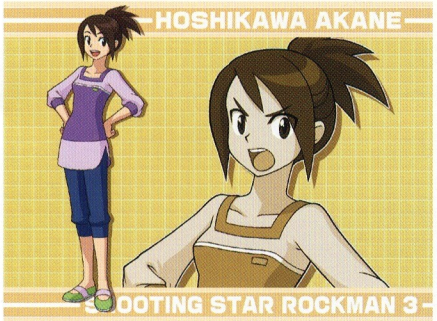

SHOOTING STAR ROCKMAN 3
TRANS CODE-003-SHOOTING STAR


SHOOTING STAR ROCKMAN 3
GOYOUDA
HEIJI
CAPCOM


SHOOTING STAR ROCKMAN 3
TRANS CODE-003-BURAI
©CAPCOM CO., LTD. 2006 ALL RIGHTS RESERVED.


QUEENTIA
SHOOTING STAR ROCKMAN 3


SHOOTING STAR ROCKMAN 3
TRANS CODE-003-SHOOTING STAR


HOSHIKAWA AKANE
SHOOTING STAR ROCKMAN 3

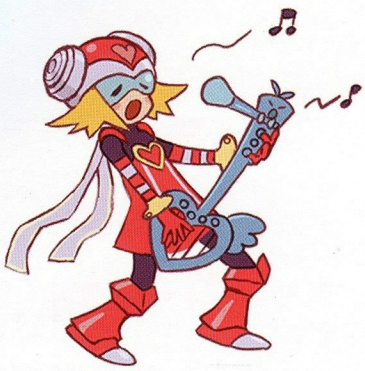

HIBIKI MISORA
SHOOTING STAR ROCKMAN 3


SHIROGANE LUNA
SHOOTING STAR ROCKMAN 3

TITLE IMAGES FOR DEVELOPERS' SITE

These illustrations all adorned the top of the "Star Force 3" development team's intranet homepage at one point. This is the first time these images have been made available for public viewing.





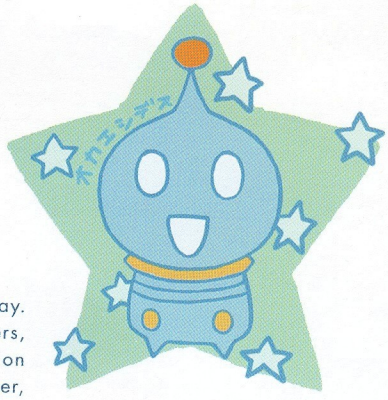










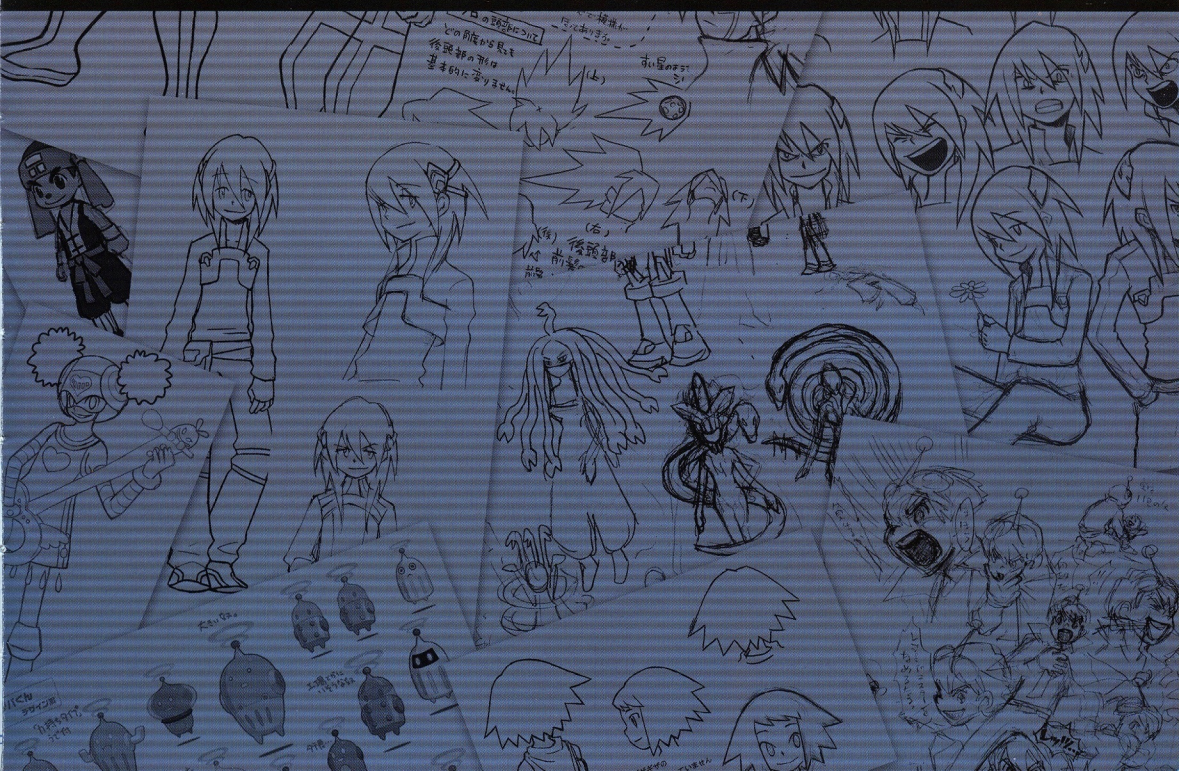




These two pieces were made for Valentine's Day. When trading chocolates between team members, we would print out these logos and stick them on the chocolates. The women used the Luna sticker, and the men used the Mr. Hertz sticker. (Ishihara)

CHAPTER 2 "MEGA MAN STAR FORCE 1 & 2" ARCHIVES





"MEGA MAN STAR FORCE 1" MAIN VISUALS

The first game in this new "Mega Man" series released in 2006. The three versions, Pegasus, Leo, and Dragon, were released simultaneously.





DATA

(Left) "Mega Man Star Force: Pegasus" package art

(Right) Unpublished illustration





DATA

(Left) "Mega Man Star Force: Leo" package art

(Right) Unpublished illustration





DATA

(Left) "Mega Man Star Force: Dragon" package art

(Right) Unpublished illustration

The main colors for the three versions, Pegasus, Leo, and Dragon, were blue, red, and green, respectively. The three package illustrations were designed in such a way that consumers would easily be able to identify the different versions, but they were made similar enough that they would look like one large image when the three packages were lined up next to one another. The illustrations shown next to each package art were close-up portraits of each transformed Mega Man that I did while working on the package illustrations, but I missed the submission deadline, so they were never used for anything... (Komaki)



DATA

"Mega Man Star Force" image illustration (Battle image)

This is the third piece I did after I started working on "Star Force 1." I wanted this image to give the viewer an idea of the new hero, new enemies, and new battle system. Since we weren't sure at the time if Harp Note was going to be an enemy or an ally, she looks slightly villainous in this piece. (Komaki)



DATA

"Mega Man Star Force" image illustration (Mega Man & Battle Cards)

This piece was designed to show the players that gameplay in "Star Force" would be a card-based system just like it was in "Battle Network." I drew Mega Man in a bit of a fisheye perspective. (Komaki)



DATA

"Mega Man Star Force" bonus poster

This illustration was done for a bonus poster in a magazine. I drew Mega Man, and surrounded him with a collage of all the boss characters. (Komaki)





Rough drafts for the cover of the guide book. They were all done in the same format, with a pre-existing image for the background and an exclusive portrait of Mega Man added in the foreground.

DATA

Cover art for "Shooting Star Rockman Ultimate Guide Book: Legend" (Shogakukan)

We used a portrait of Andromeda for the background, and added in an image of Mega Man preparing to face off against this formidable foe. I really like Omega-Xis' position in this image. (Komaki)



DATA

"Mega Man Star Force" world image illustration (Wave Road)

The concept for this piece was the excitement of a new future in the world of "Mega Man Star Force." (Komaki)





▸DATA

"Mega Man Star Force" poster:
"Three Versions Clashing"

I wanted to show the three different forms at their best in a battle scene. To make it look more exciting, I finished up the piece with an artsy touch. It's a style similar to the "vs. Bass Cross" illustration (see page 11 in "Mega Man Battle Network Official Complete Works") that I did for "Mega Man Battle Network." (Komaki)



DATA

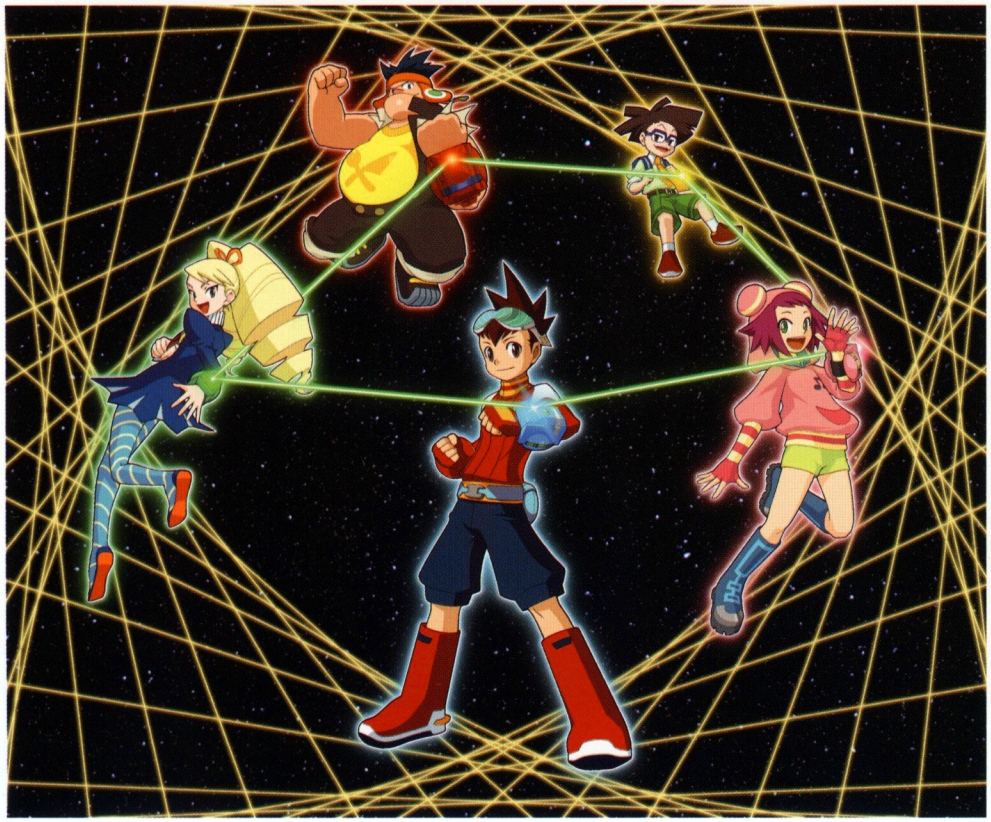
"Mega Man Star Force" ending illustration



DATA

"Mega Man Star Force" world image illustration

Since the main character is a young boy who has lost his father to an unfortunate accident, I gave him a pretty solemn facial expression. For the background, I tried to imagine what the world would look like 200 years after "Battle Network," and the shooting star is supposed to be foreshadowing the arrival of Omega-Xis. I made sure that the game's key feature, the "EM waves," popped out in the image. I hoped to instill a sense of wonder and curiosity about the beginning of a new story. (Komaki)



DATA

"Mega Man Star Force" world image illustration (Brother Band)

This image is composed of the main characters who become Geo's "Brothers." By connecting the beams of light coming out of their Transers, I wanted to show the new Brother Band system. (Komaki)









DATA

Illustrations for the calendar distributed through the "Shooting Star Rockman" official website

Since these pieces were for a calendar, I used popular events like Children's Day, summer vacation, the Athletics Festival, and Christmas for the themes. Aside from Geo and the other main characters, I also included some player favorites like Aaron, Pat, and a few viruses. (Komaki)

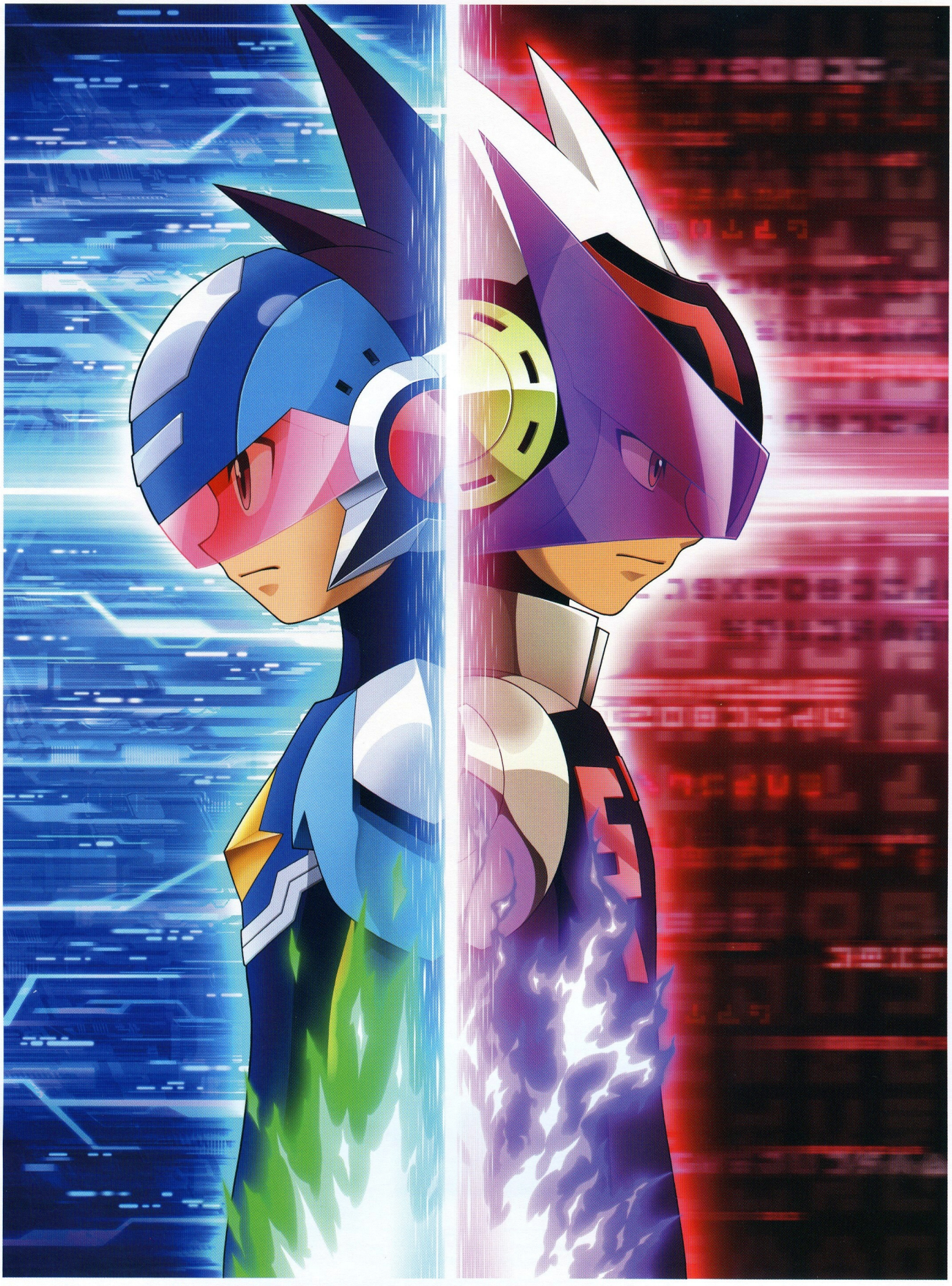
"MEGA MAN STAR FORCE 2" MAIN VISUALS

The second "Mega Man Star Force" title was released in 2007. The two versions were "Zerker x Ninja" and "Zerker x Saurian."



DATA

(Left) "Mega Man Star Force 2" key visual (Geo vs. Solo)　(Right) "Mega Man Star Force 2" key visual (Mega Man vs. Rogue)



The lines in Geo's background of the "Geo vs. Solo" piece are supposed to represent the lines that connect people. In contrast, the lines in Solo's background are broken, interrupted lines. Similarly, the backgrounds for Mega Man and Rogue in the "Mega Man vs. Rogue" piece both show EM waves being transmitted, but they are each slightly different from the other to show that they are not exactly like one another. (Komaki)

DATA

"Mega Man Star Force 2" image illustration

I took pre-existing images and meshed them together in a movie poster-style layout. The concept for this piece is "dramatic adventures." (Komaki)





DATA

(Left) "Mega Man Star Force 2: Zerker x Ninja" package art
(Right) "Mega Man Star Force 2: Zerker x Saurian" package art

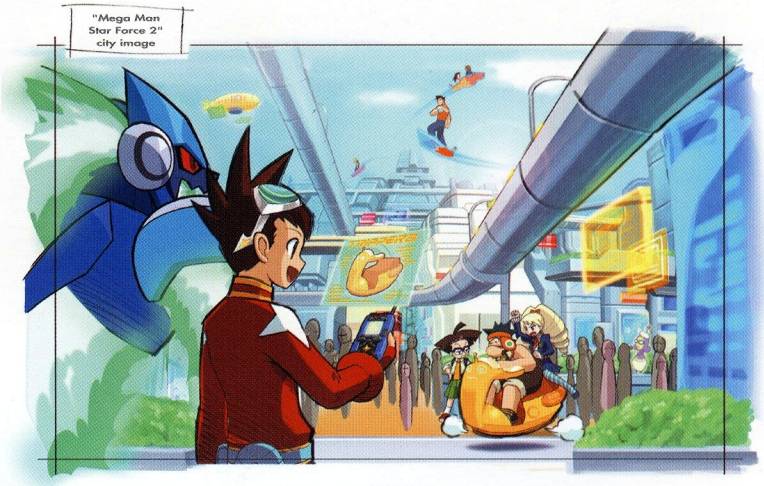
I used the new concept of "three versions, two packages" for the "Mega Man Star Force 2" packages. Through my elimination process, I ended up with Mega Man (in various forms) as the only character on the packages. I've been drawing package art for over ten years, since the days of "Battle Network," but this is the first time I only used one character on any package. (Komaki)

DATA

"Shooting Star Rockman 2" tournament publicity illustration (Rockman Battle Royale)

I did this illustration for the tournament event. Even considering the entire history of "Mega Man," I can't recall another illustration that had this many Mega Mans in it... (Komaki)





DATA

"Mega Man Star Force 2" world image sketch

This piece was done to show the players that the world of "Star Force 2" has evolved even further beyond what they saw in "Star Force 1." I drew the scene from the characters' eye level to make this futuristic and fictional city seem somewhat more real and familiar. (Komaki)

DATA

Cover art for "Shooting Star Rockman 2 Ultimate Guide Book: Tribe" (Shogakukan)

Since the Tribe King transformation is the main feature of "Star Force 2," I knew it would be able to carry the weight of the cover all by itself. I toned down the colors a bit to ensure that the cover didn't get too cheery. (Komaki)



DATA

"Mega Man Star Force 2" battle image illustration (Ninja)



DATA

"Mega Man Star Force 2" battle image illustration (Saurian)



DATA

"Mega Man Star Force 2" battle image illustration (Zerker)



DATA

"Mega Man Star Force 2" battle image illustration (Rogue)

I wanted to show off the best features of each form in the style of a painting. I had a lot of fun drawing the unidentified mechs that were mashed to bits. (Komaki)



DATA

"Mega Man Star Force 2" image illustration (Tribe King vs. Rogue)

Mega Man (in Tribe King form) and Rogue are clashing in this scene. I wanted this piece to be bold, yet cool and mature at the same time. Since Tribe King's design is pretty colorful and flashy, I put Rogue in the foreground with a simple black silhouette to make sure that the viewer's eye went to both of them equally. (Komaki)

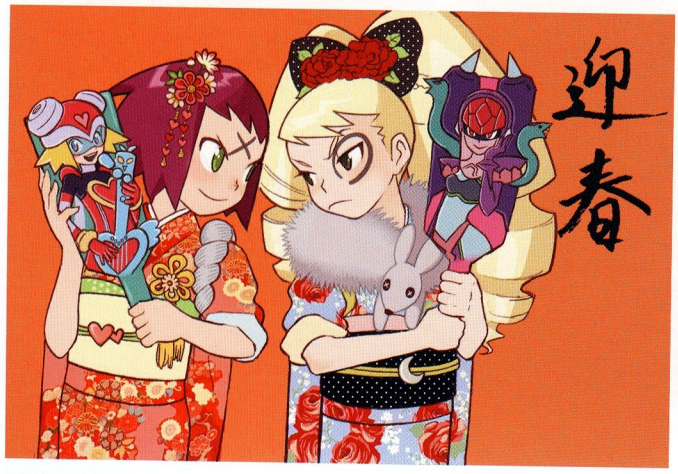
"SHOOTING STAR ROCKMAN: SONIA'S FASHION CALENDAR" (DISTRIBUTED THROUGH THE OFFICIAL WEBSITE)

These illustrations were done to have Sonia make her official idol debut through the official website. I had her dress up in themed outfits that suited each month. (Komaki)




MAR(1)
MAR(2)
APR

MAY
JUN
JUL
AUG

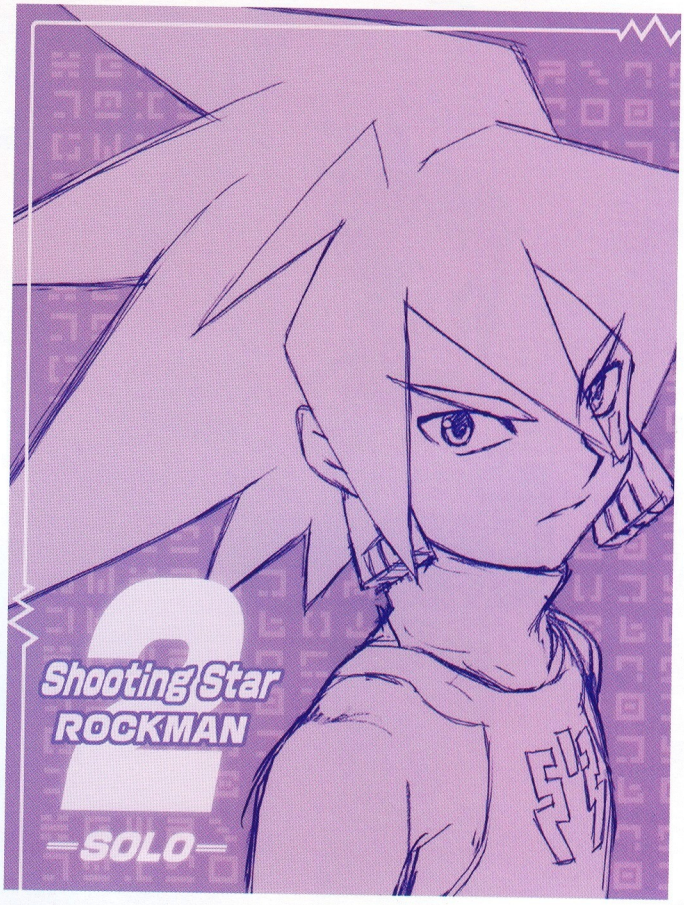




DATA

"Shooting Star Rockman" 2007 New Year's postcards, distributed through the official website





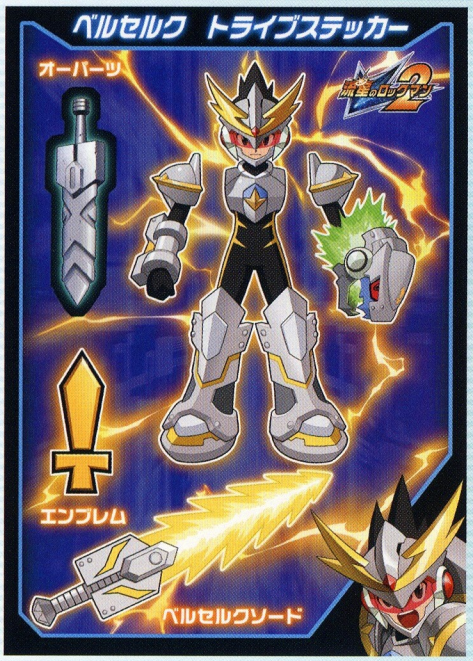


DATA

Downloadable "Shooting Star Rockman 2" wallpapers, distributed through the official website









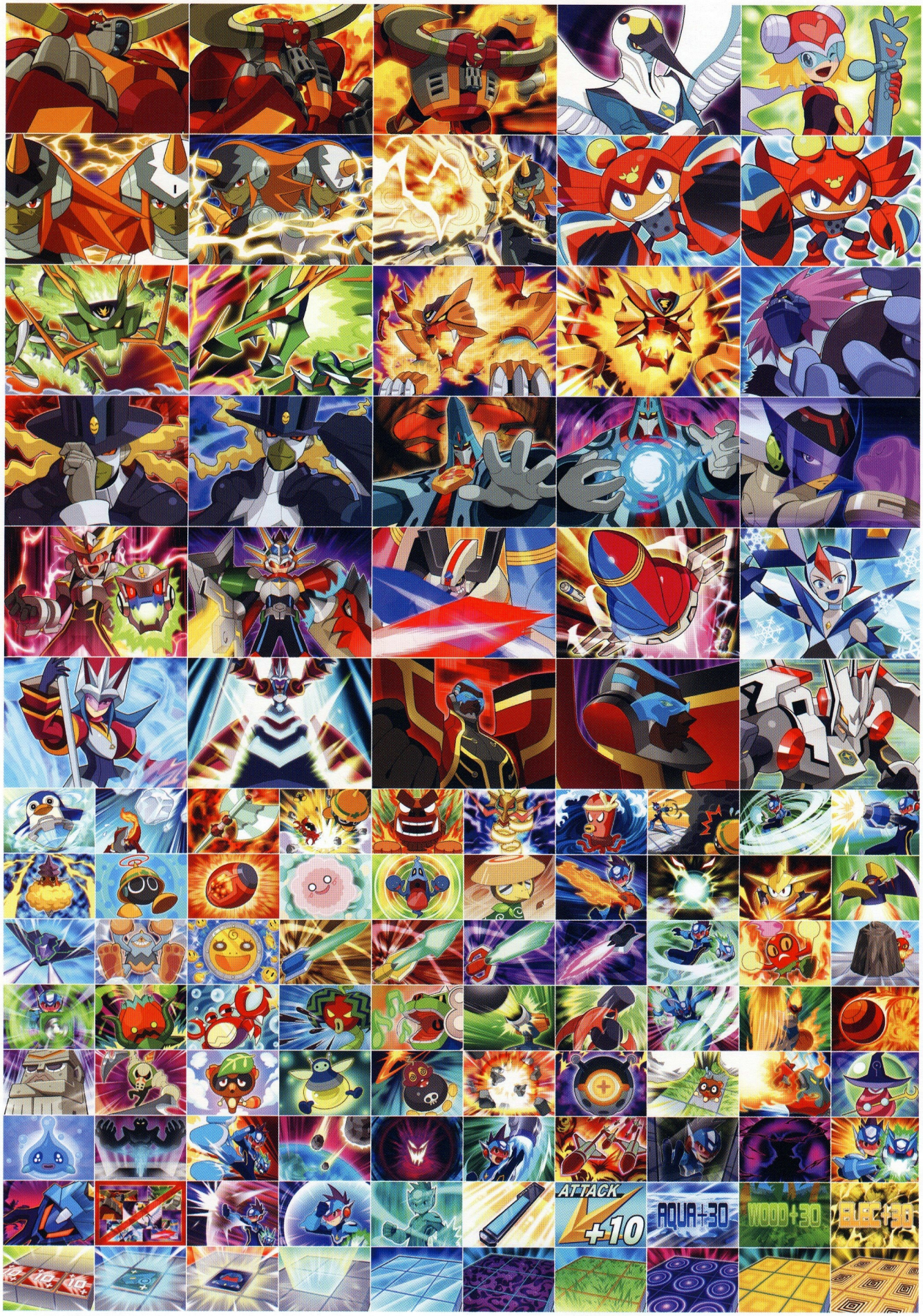
DATA

Original art for the "Tribe Stickers" that were distributed at the "Experience Wave Battle" event for "Shooting Star Rockman 2"

The idea behind these stickers was to find a way to provide the fun of toys through printed media. We were hoping that our players would enjoy these stickers while learning about the new transformation system at the same time. (Komaki)



This is the legendary Tribe King version that was never made into a sticker like the other versions. (Komaki)


ATTACK +10
AQUA+30
WOOD+30
ELEC+30


FIRE+30
NORMAL+50
+10
+300

This section covers a large collection of design drafts for both the "Star Force 1" and "Star Force 2" versions of Mega Man, as well as his transformation variations.

MEGA MAN
ロックマン

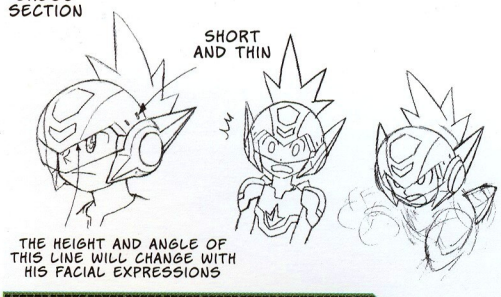
When we first started working on the idea of a "new Mega Man," we designers were asked to submit our own two cents in the form of design drafts. One of the designs I submitted was of a "big brother" type of Mega Man, who was tall and dependable. I thought taking this approach of a sort of "grown-up" Mega Man would be fresh and new. Also, since the 3D gaming environment would mean we'd get to see more of Mega Man's back, I drafted a few designs where Mega Man carried weapons and armor on his back. These ideas of mine were pretty much sent down the river without so much as a nod or a blink. (laughs) Soon after, the planners started solidifying their ideas for the new Mega Man. (Ishihara)



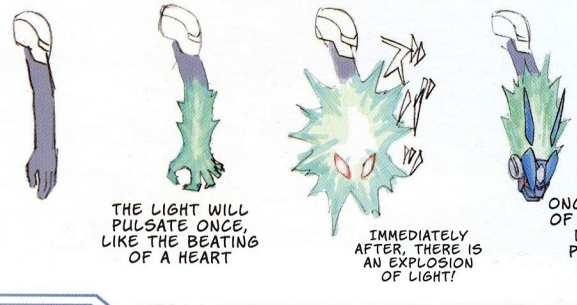
This is the first character illustration I did for the "Star Force" series. My art style seems to have changed somewhat over time. (Komaki)



DETAILED CONCEPTS



FORMING THE MEGA BUSTER

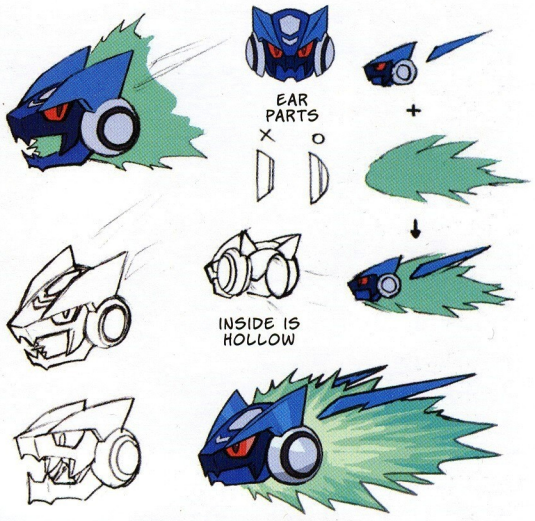




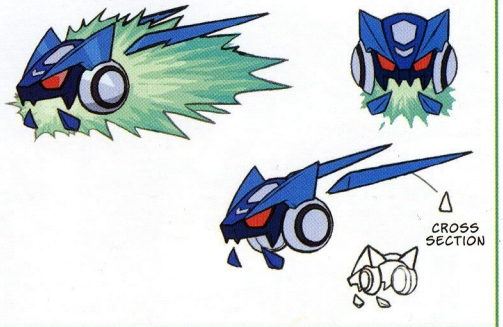


MEGA BUSTER

I was asked to make the Mega Buster "something strange, with a face." The hardest part of designing the Mega Buster was making sure that it didn't turn out looking like a virus. There was a request to have the Mega Buster's cheeks hidden when Mega Man was firing it, so I drew up two different versions, one for the normal state and one for the moment of a buster shot. (Ishihara)



MOMENT OF BUSTER SHOT



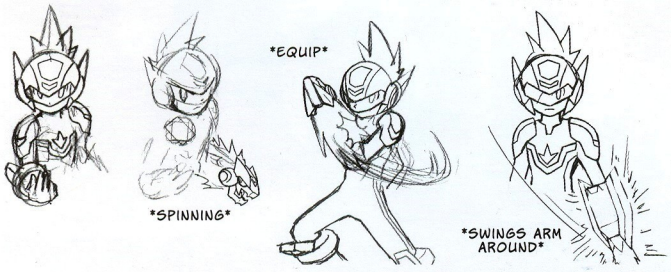


This is an image of Mega Man in a battle stance. I drew this for an image illustration. (Komaki)



I did this illustration for the in-game transformation process. (Komaki)

IMAGES FOR EQUIPPING BATTLE CARDS



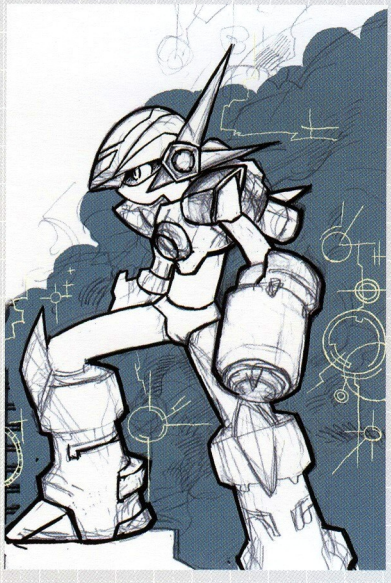


Some of the earliest illustrations of the "new Mega Man." Though some elements were brought forward from past Mega Mans, there are some new traits visible as well.

Early on, we were tossing around the idea of a wild and rebellious Mega Man. That's why you'll see some of the early drafts of Mega Man with dark colors and an arrogant smirk. Once it was decided that Geo would be a more serious character, however, the smirk quickly disappeared. As discussions progressed, key phrases like "main character's transformation," "a couple of centuries after Battle Network," "signal waves," "merging with beastly monsters," and "space" emerged for the game, and they began guiding the direction of our designs. (Ishihara)



A selection of some of the more interesting forms from the early sketches.





Mega Man's appearance slowly evolved through a tireless process of trial and error. The sketch of Mega Man on the far right is pretty close to the final design.

The hair sticking out of the back of his helmet is there to emphasize the fact that Geo has transformed into Mega Man. This extra bit of hair also helped establish a unique silhouette when the character was constructed in polygons. We added his visor as a way to "hide his identity" while acting as Mega Man, and it also helped add to the overall sci-fi feel. (Ishihara)





These images show the details of Mega Man's form and color schemes being refined. In the margins, you can also see some early ideas for Omega-Xis' form before he fuses with Geo. The draft on the far right was the one that was selected to be submitted for Inafune's approval.

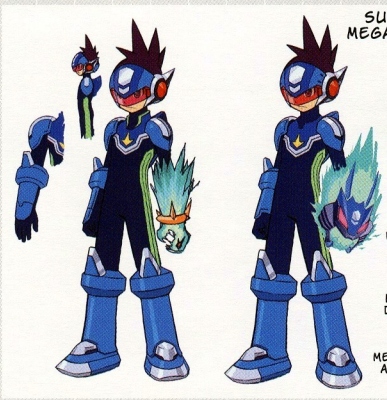




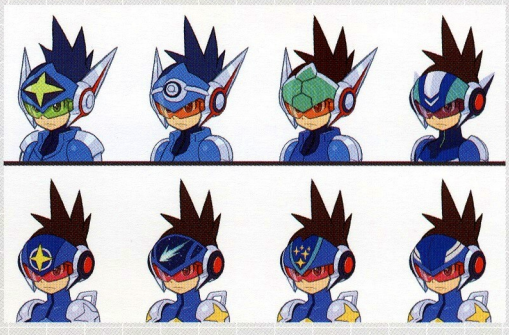






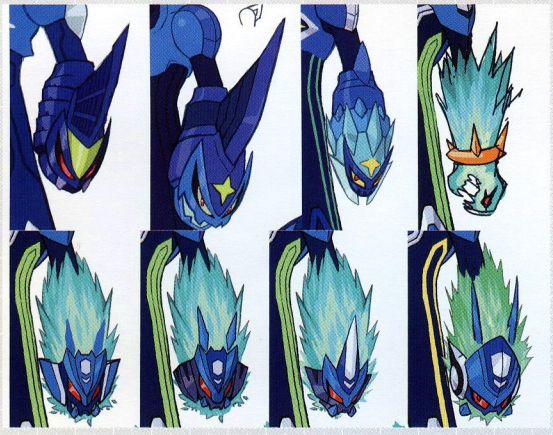


The design on the left shows the results of some of Inafune's recommended edits. From there, the design team further refined the shape of the Mega Buster.



We tried many different styles for his helmet, but in the end we went with a design that looked like a twist on a shooting star. As a bit of trivia, this design is actually Omega-Xis' emblem. (Ishihara)





We adjusted the details of his backpack while looking at how he appears in the battle screens. (Ishihara)

As the design of Mega Man's back is refined, he approaches his final design.







ICE PEGASUS

Mega Man undergoes some pretty crazy transformations right from the very first title of this series. This made for a pretty tight schedule to say the least. Komaki kindly agreed to do up some rough sketches for Fire Leo and Green Dragon while I worked on Ice Pegasus. Working off of those rough sketches later really helped me finish all of the designs in time. Thank you, Komaki! (Ishihara)



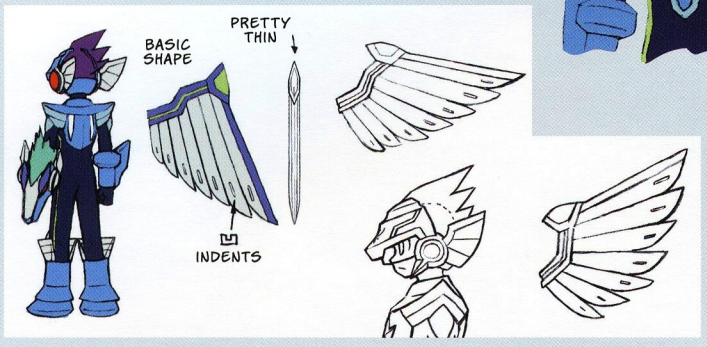
FIRE LEO



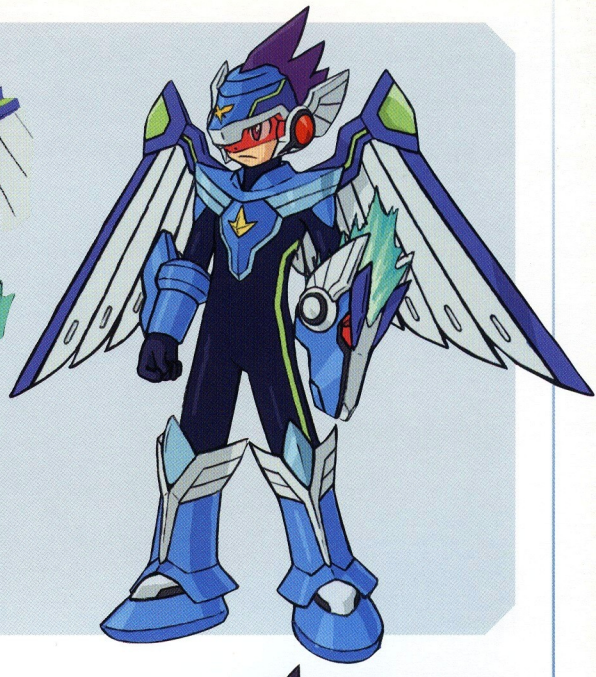
GREEN DRAGON

ICE PEGASUS

I had to make sure that Ice Pegasus's wings didn't get in the way of the player's view when they were spread. Still, I wanted to show off the graceful form of the wings, so he has them spread wide during transformation, then folds them when he lands. (Ishihara)

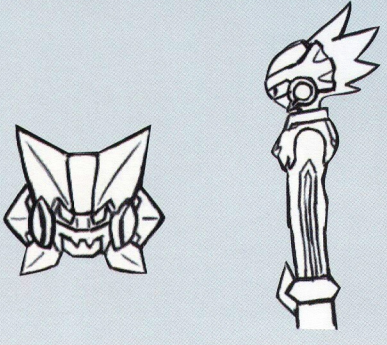






FIRE LEO

I was responsible for the original art of Fire Leo. I wanted to incorporate the powerful aura of a lion into this design, so the prototype had a pretty bold form. (Though it doesn't really look particularly bold from the back...) Ishihara then took my prototype and refined the design to better suit the environment of the game. (Komaki)

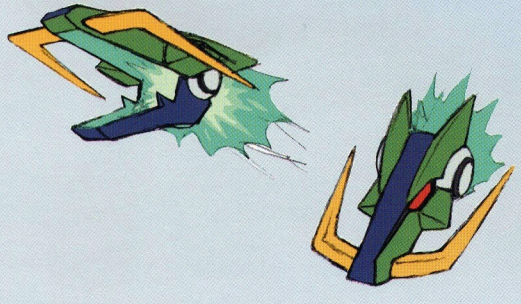






GREEN DRAGON

I was also responsible for the original art of Green Dragon. I put the dragon's most impressive features, namely the claws, fangs, and scales, into Mega Man's shoulders, knees, and body line. Ishihara then took this prototype and fitted it into the mold of the game. (Komaki)

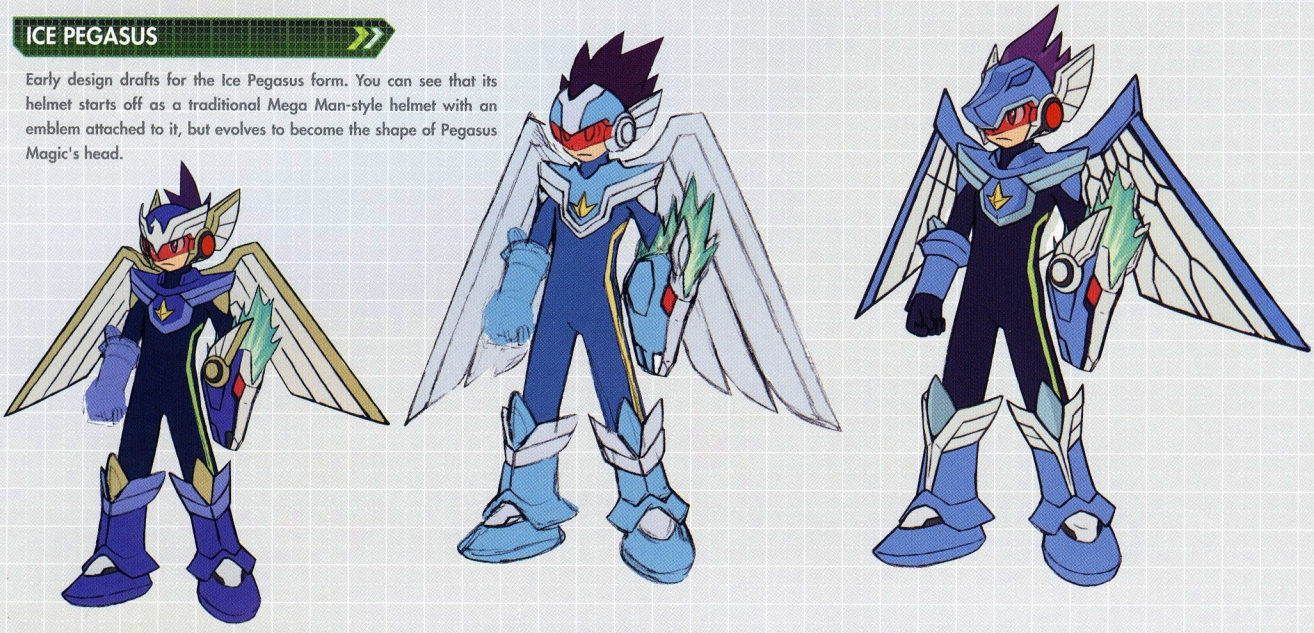






ICE PEGASUS

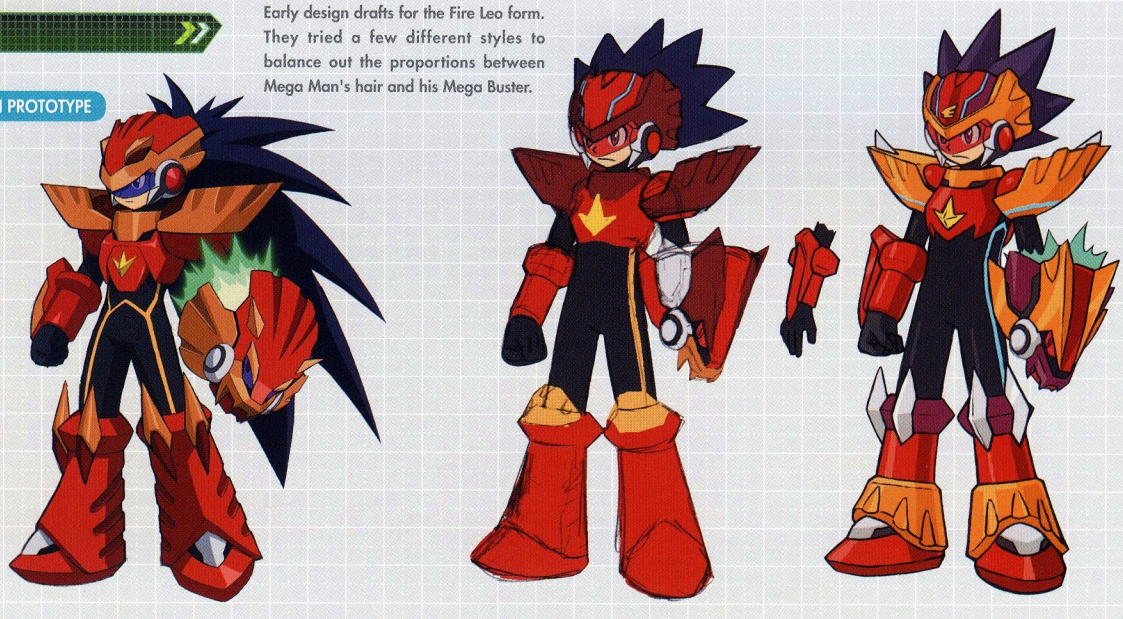
Early design drafts for the Ice Pegasus form. You can see that its helmet starts off as a traditional Mega Man-style helmet with an emblem attached to it, but evolves to become the shape of Pegasus Magic's head.



FIRE LEO

Early design drafts for the Fire Leo form. They tried a few different styles to balance out the proportions between Mega Man's hair and his Mega Buster.

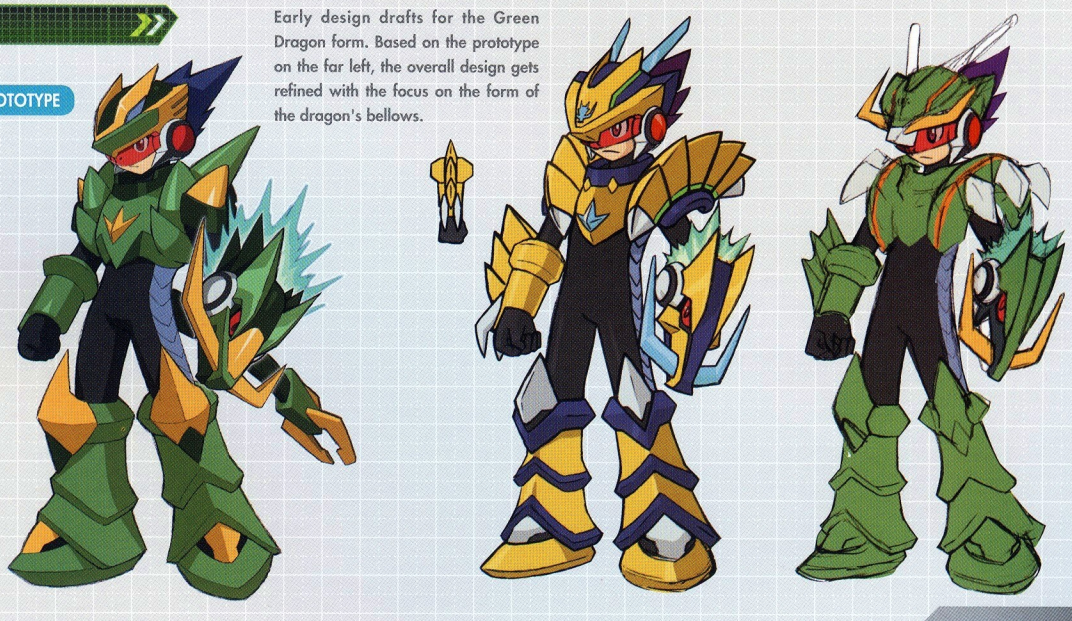
KOMAKI DESIGN PROTOTYPE



GREEN DRAGON

Early design drafts for the Green Dragon form. Based on the prototype on the far left, the overall design gets refined with the focus on the form of the dragon's bellows.

KOMAKI DESIGN PROTOTYPE



WOOD NINJA

I gave this form a lot of volume around its thighs, and kept its shins thin to give it the archetypical ninja silhouette. With its hair and mask, this form probably went through the most noticeable changes of all the forms in the entire series. Since its element is wood, its main color is green, but I did have a difficult time letting go of the brown, which is the more traditional ninja color. (Ueda)



OOPART





NINJA SAURIAN

NINJA ZERKER



FIRE SAURIAN

The main focus of this design is power. This form is designed to draw the viewer's eye to Omega-Xis' face more than Mega Man's. Since Mega Man's chest and shoulders are quite narrow, it can be quite difficult to bulk him up, but I was able to give his body some volume in this form by enlarging the armor parts. (Ueda)

OOPART







SAURIAN NINJA

SAURIAN ZERKER

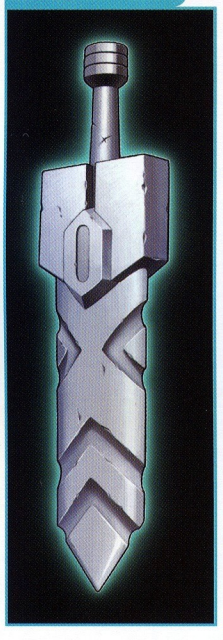


THUNDER ZERKER

Since this form is the neutral standard that appears in both versions, I went for more of a western knight style rather than the barbarian berserker the name might suggest. I designed this form so that its lightning sword would be more memorable than its armor. (Ueda)



OOPART

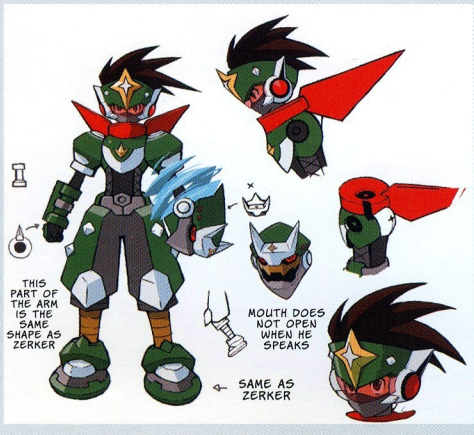


ZERKER NINJA



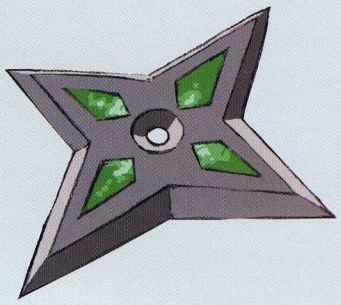
ZERKER SAURIAN



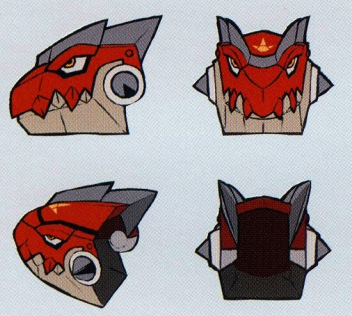


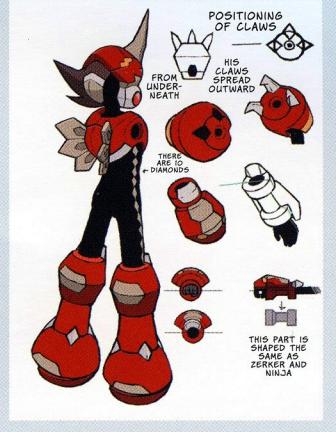


WOOD NINJA

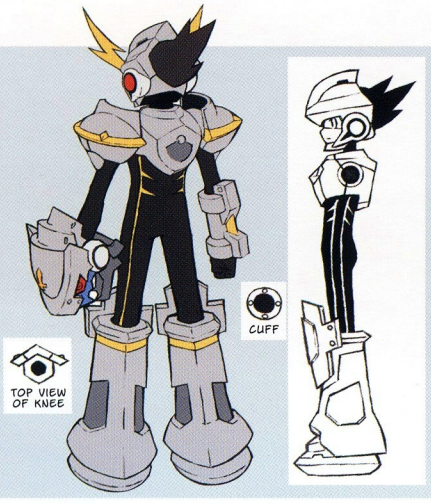


FIRE SAURIAN





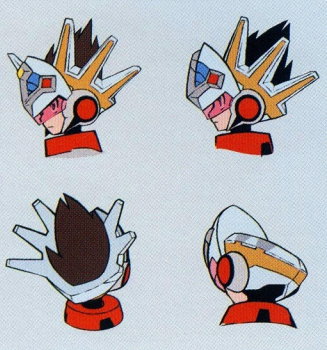


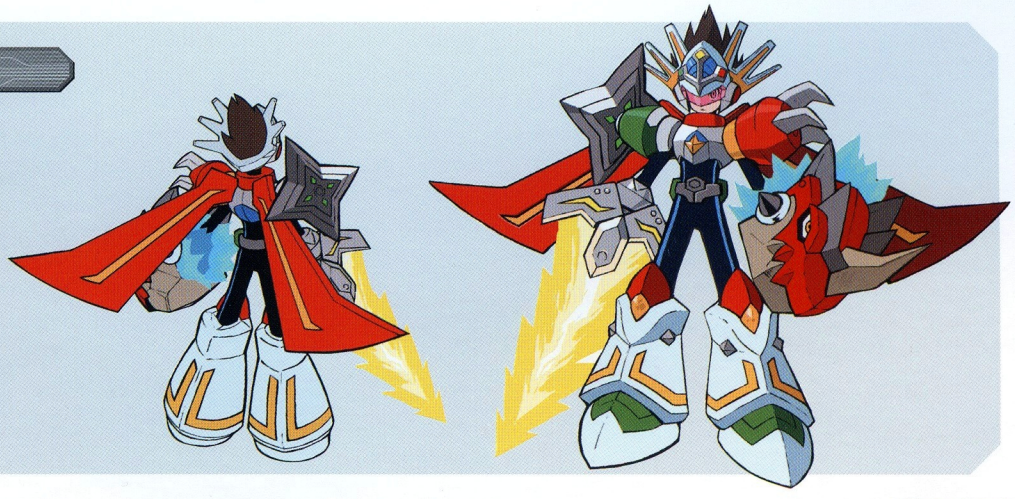


THUNDER ZERKER



TRIBE KING

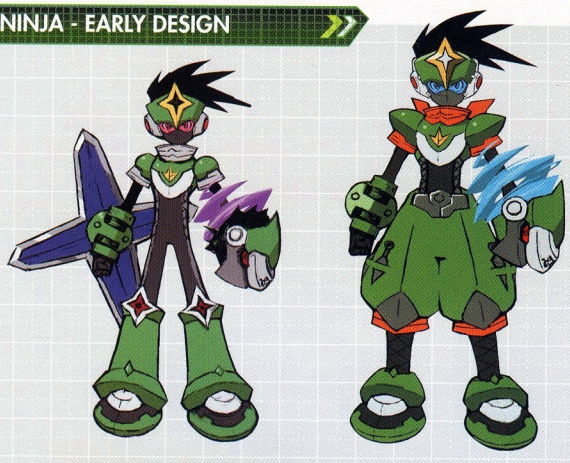




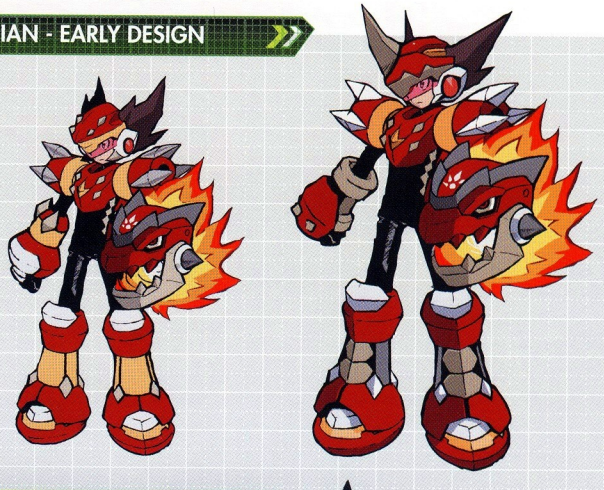


Concepts for the three Tribes, done by the design studio. The upper body designs on the far right may be the foundations for the Noise Change designs in "Star Force 3."

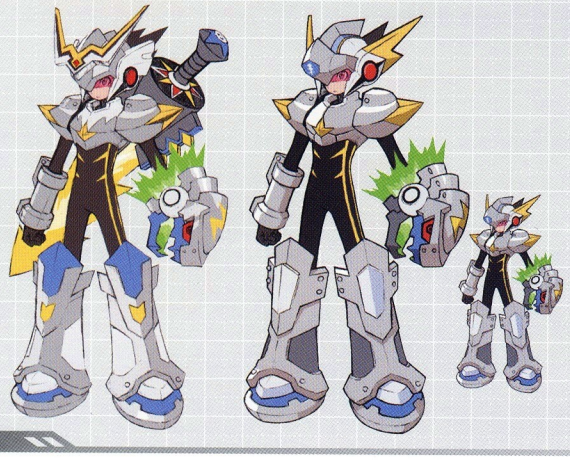
NINJA - EARLY DESIGN



SAURIAN - EARLY DESIGN



ZERKER - EARLY DESIGN



TRIBE KING - EARLY DESIGN

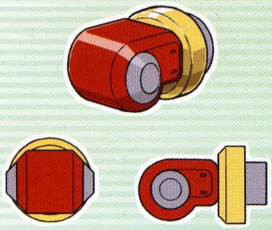
An almost random merging of the key parts from each form. Each of the parts was reduced and refined for the final design.



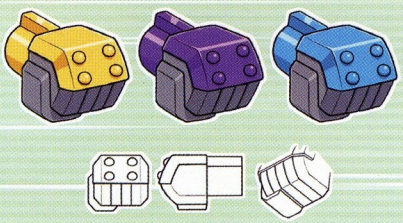
MEGA MAN WEAPON DESIGNS



SYNCHRO HOOK



KNUCKLE TYPE



JET ATTACK



WINDY ATTACK





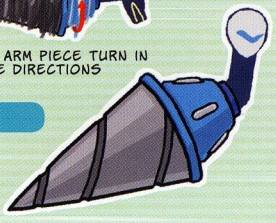
GROOVE IS ONLY ON THE INNER SIDE

BECOMES LARGER WHEN ATTACKING



THE DRILL AND ARM PIECE TURN IN OPPOSITE DIRECTIONS

DRILL ARM



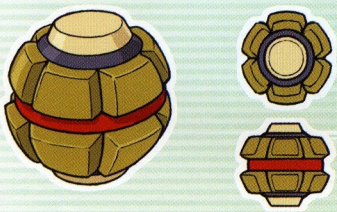
JET SKI



GRENADE TYPE



MINI GRENADE

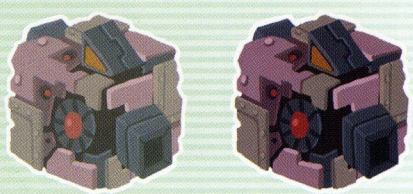


TIME BOMB / BREAK TIME BOMB

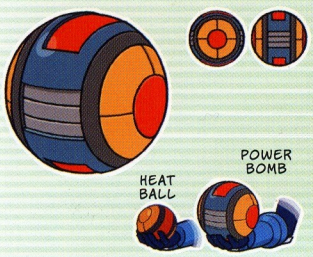
TIME BOMB



JUNK CUBE



POWER BOMB



POWER BOMB

HEAT BALL

ATOMIC MINE

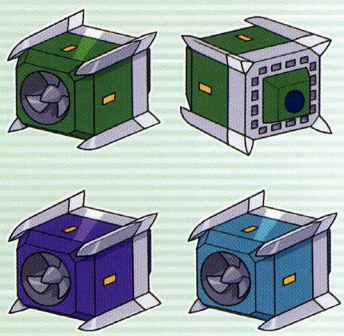


MIRROR'S EDGE

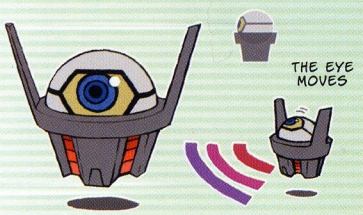
HE IS REFLECTED IN MIRROR WHEN HE APPROACHES



BURST TYPE



MEGA CRUSHER

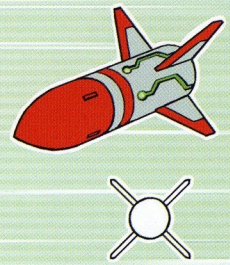


THE EYE MOVES

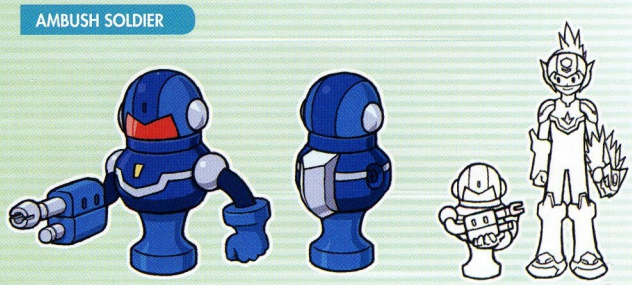
POISON PHARAOH



RADAR MISSILE



AMBUSH SOLDIER



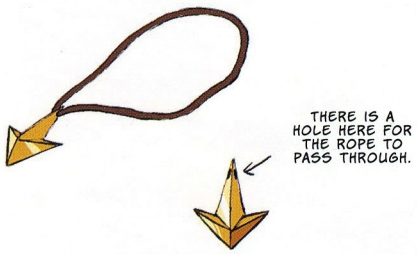
A collection of the characters, backgrounds, and boss designs from "Star Force 1" and "Star Force 2."

GEO STELAR
星河スバル

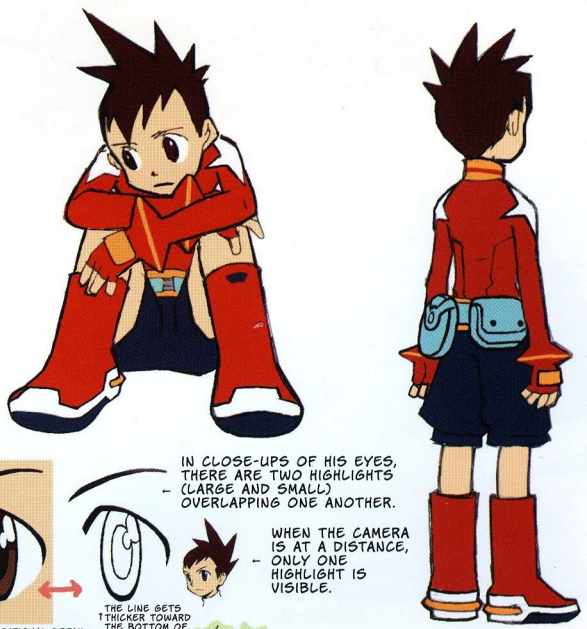
I had a pretty solid grasp of Geo's personality by this point, but I did have some difficulties with the details. I was trying to maintain some level of familiarity while still conveying the fact that this is the world 200 years after the time of "Battle Network." I knew that the Visualizer would be a key component in giving off that futuristic vibe, so I tried several different shapes before settling on the final design. I had a bad habit of drawing Geo's forehead too large (though that does help give off a youthful look), so it took some time before I was satisfied with the appearance. (Nakajima)

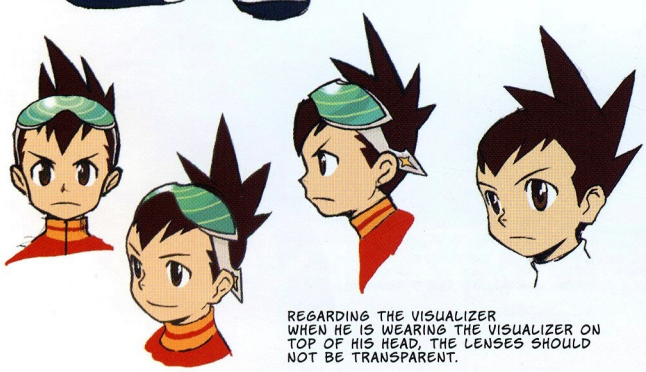


GEO'S PENDANT

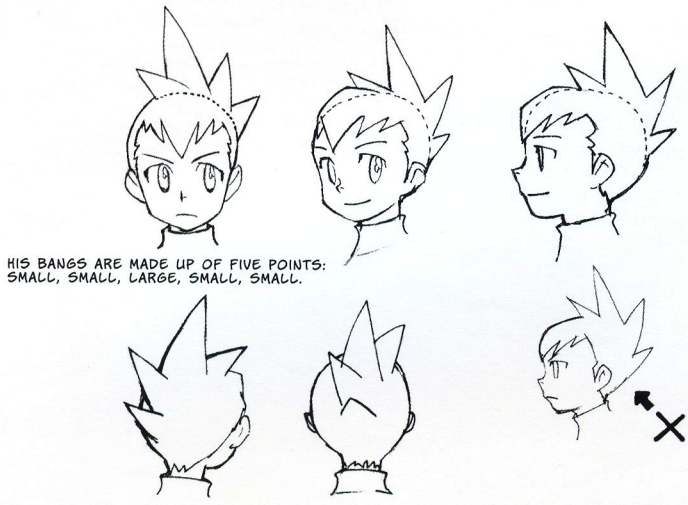








Geo's eyes started off with two highlights (large and small), but later on it was determined that it made his eyes "sparkle too much," so we reduced the number of highlights to just one or 1.1 as needed. (Nakajima)



HIS BANGS ARE MADE UP OF FIVE POINTS:
SMALL, SMALL, LARGE, SMALL, SMALL.



OFFICIAL ILLUST

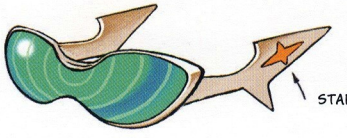


OFFICIAL ILLUST

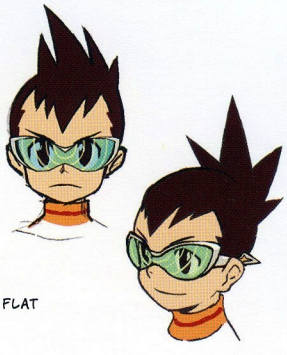




VISUALIZER



STAR IS FLAT

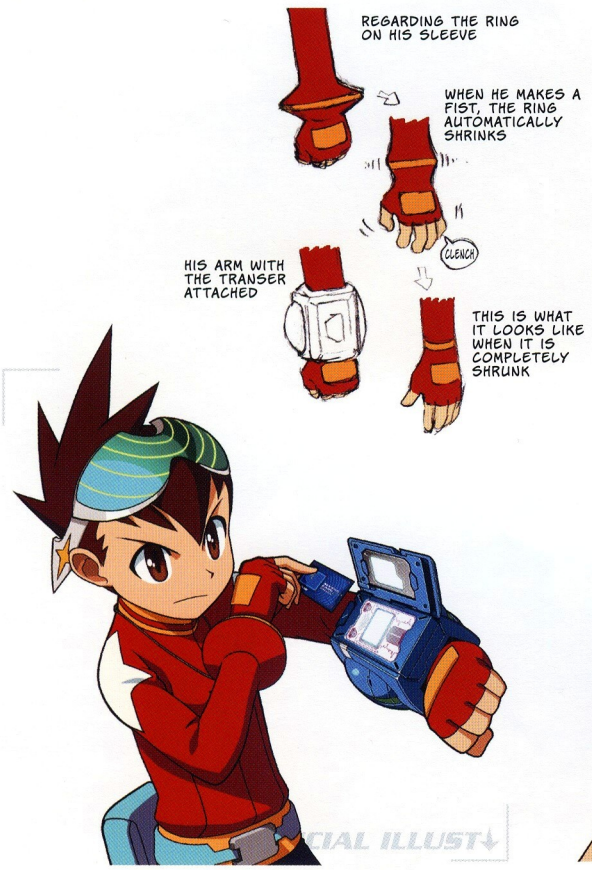




REGARDING HIS HAIR
HIS HAIR STANDS UP FROM THE MIDDLE AREA OF THE BACK OF HIS HEAD AND FLOWS TOWARD THE FRONT OF HIS HEAD LIKE A MOHAWK. HIS BANGS ARE V-SHAPED.

TRANSER (STAR FORCE 1)

I think we decided to put the Transer on his wrist for the futuristic look it would offer. It also provided a place for Omega-Xis to be when Geo isn't Mega Man, and it even acted as a guideline for where the Mega Buster would be located on his arm. Like the Nintendo DS, the Transer has dual screens when it is opened up. (Ishihara)

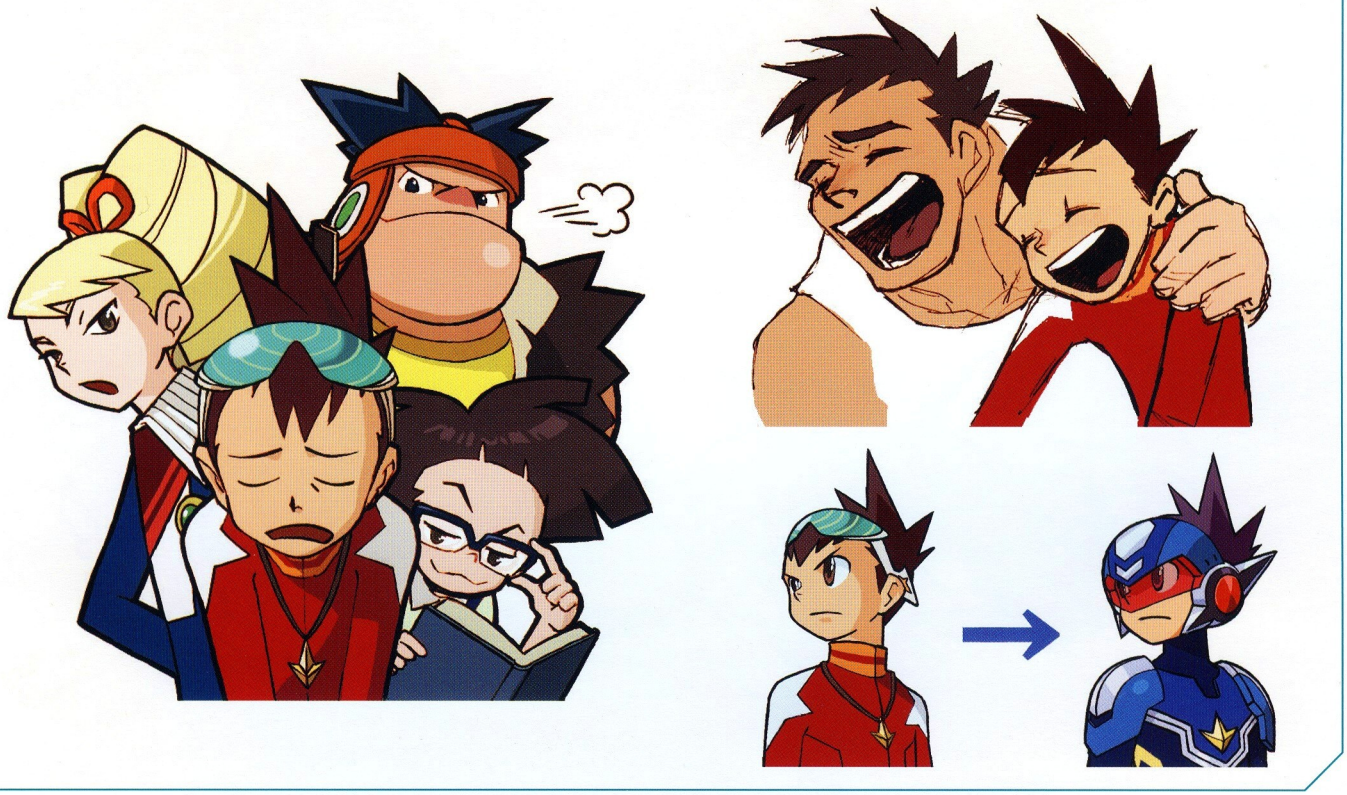


STAR CARRIER (STAR FORCE 2)

In "Star Force 2," the concept of the world was further refined, and we went for more of a mobile phone-style appearance. The general shape of the device is quite simple, but you can see a complex network of electronics through the transparent part. (Ishihara)



GEO IMAGE ILLUSTRATIONS

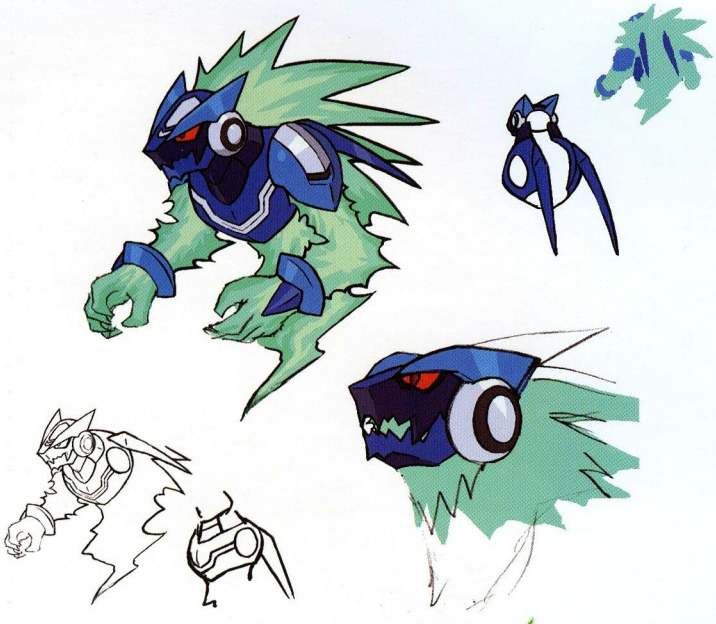


OMEGA-XIS

ウォーロック

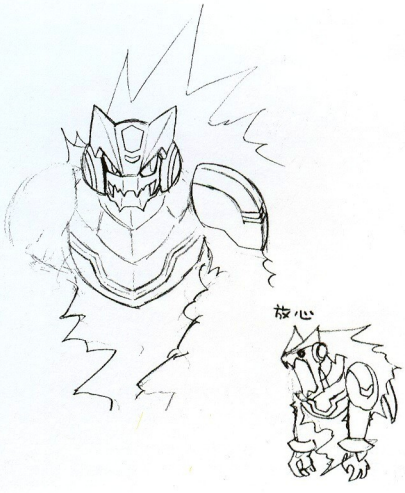
When I was told Omega-Xis would be Geo's partner and that they'd merge together, I was picturing a physically tiny but lively kind of guy. I imagined that Omega-Xis was not able to take on his true form in Earth's environment, and would only be able to release his powers through merging with Geo. Unfortunately, such a tiny creature simply would not convey Omega-Xis' awesome power, so we decided to go with a large, violent-looking creature with a very aggressive posture. It took some time before I figured out how to visually represent the idea of electromagnetic waves as a sentient being. We didn't put too many solid armor parts on Omega-Xis, so that Mega Man's form could still look like it's mostly Geo, and not be taken over by Omega-Xis' physical traits. (Ishihara)













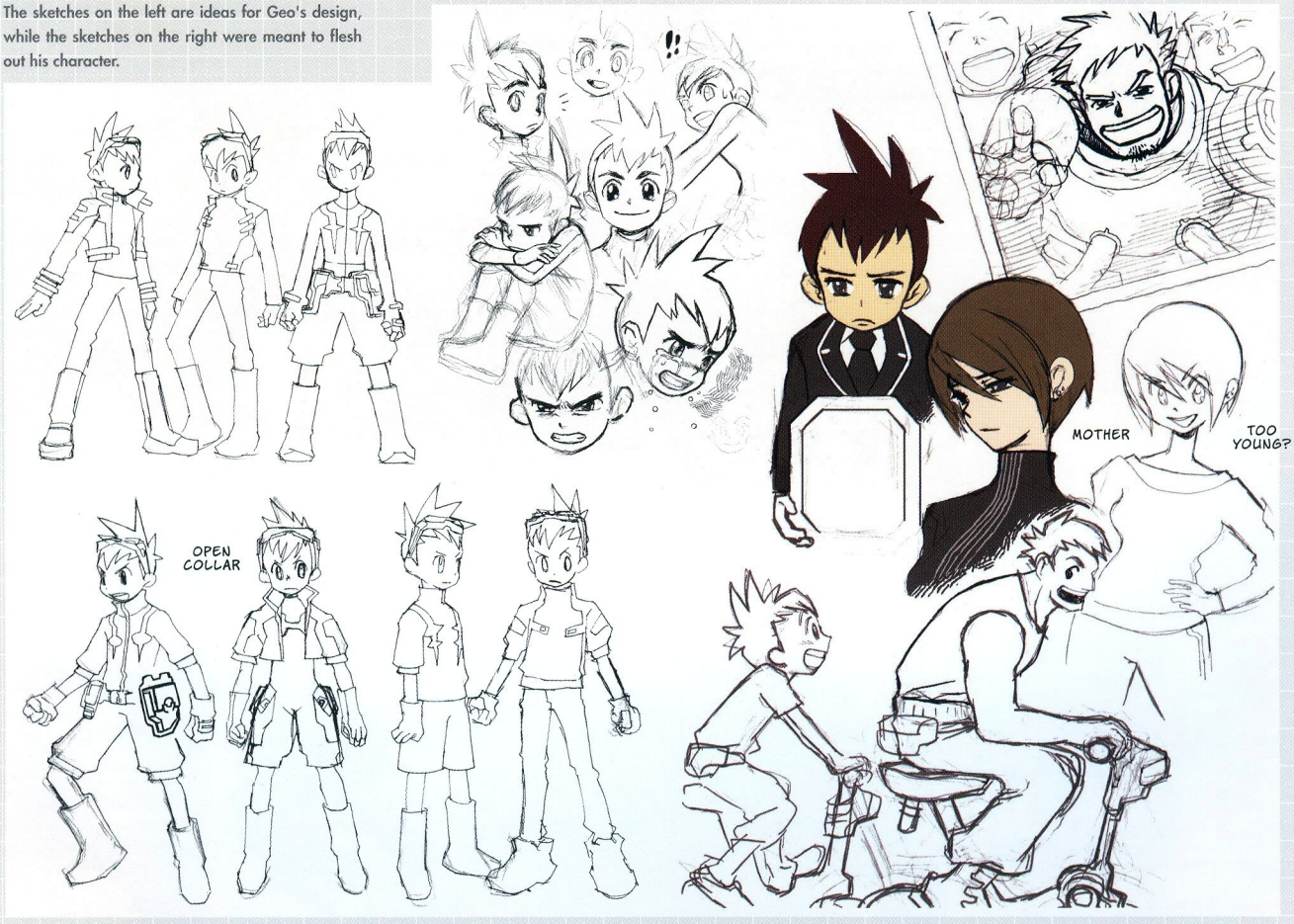
The sketches on the left are early drafts of the main character. As Geo's personality was slowly solidified, so was his visual design.

Geo's hairstyle and clothes pretty much stayed the same through the entire design process, so you don't see much difference between the early drafts and final design. (Nakajima)



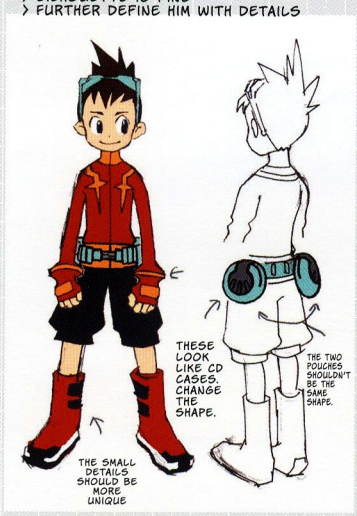


The sketches on the left are ideas for Geo's design, while the sketches on the right were meant to flesh out his character.

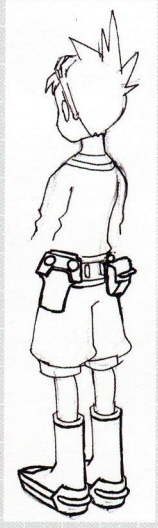


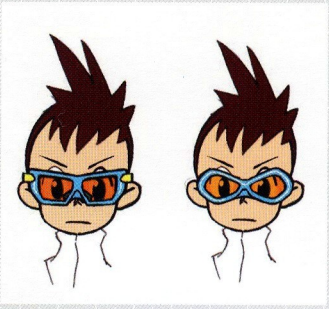
Since "Star Force 1" starts off with Geo hitting rock bottom, a lot of the rough sketches show him with troubled expressions. (Nakajima)

MAKING OF GEO (2)



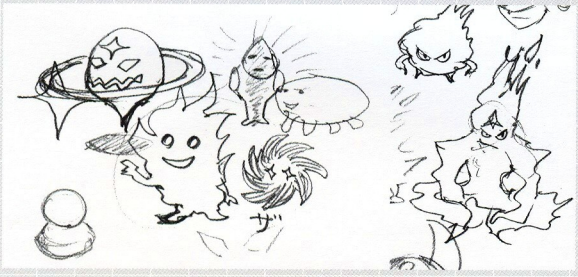






Geo approaching his final design. As they tried different things with his Transer and Visualizer, they were also adjusting the orientation and design of the star pattern on his chest.

OMEGA-XIS EARLY DESIGNS AND ROUGH SKETCHES

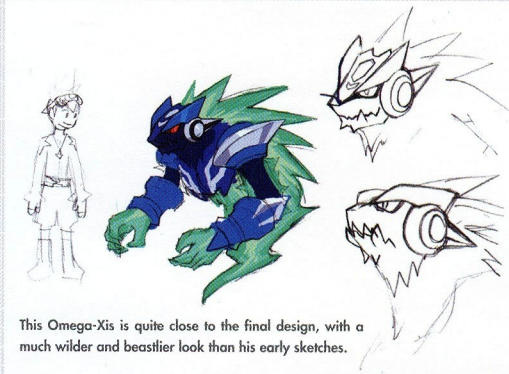


Omega-Xis started off as a little critter, almost like a mascot. He slowly evolved into a more beastly form and eventually settled into his final design.







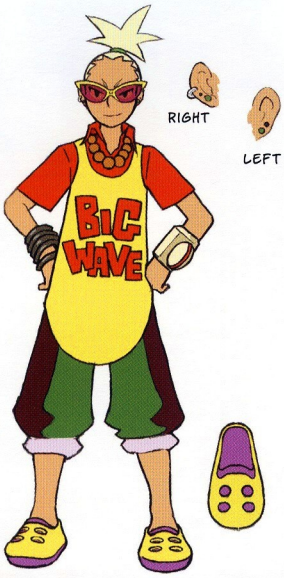


This Omega-Xis is quite close to the final design, with a much wilder and beastlier look than his early sketches.

MINOR CHARACTERS IN "STAR FORCE 1" AND "STAR FORCE 2"

KEN SUTHER

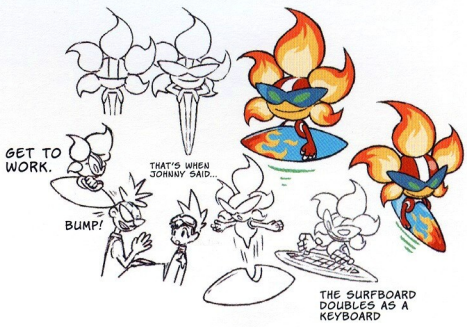
This character was modeled after Horiken, the producer of the "Star Force" series. Horiken really was sporting the blond palm tree hairstyle at the time. I tried to give this character some pretty flashy attire, but I still think Horiken was much flashier. (Nakajima)



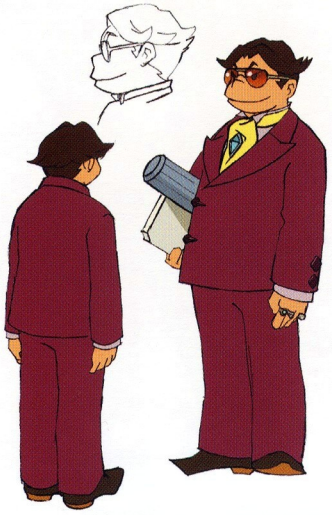




HANG TEN (STAR FORCE 3)

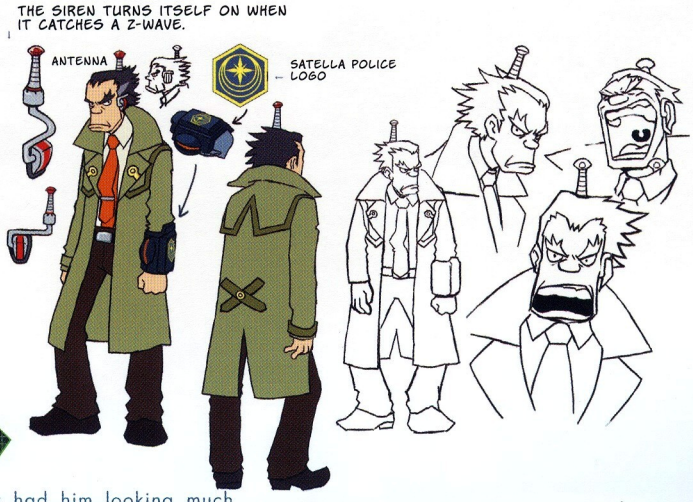


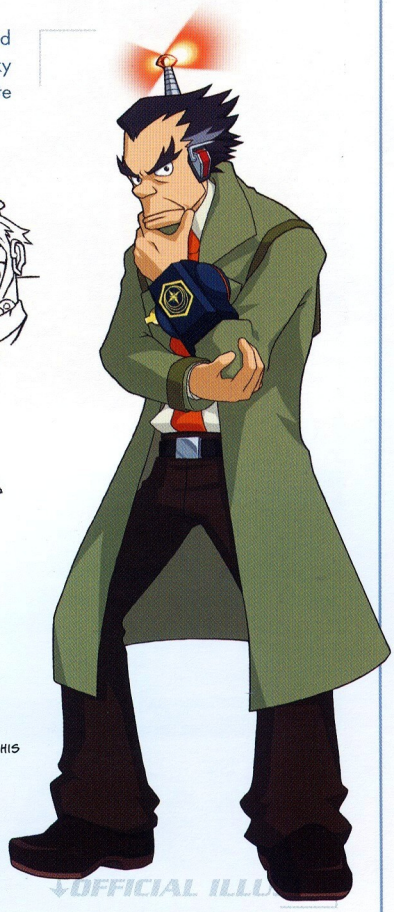
CHRYS GOLDS (SONIA'S MANAGER)



BOB COPPER

I tried different looks for the siren on his head, but I settled for an old Japanese style topknot to make it easier to grasp. He may have a funky siren on his head, but he's actually quite serious and speaks quite logically. I guess that's all part of what makes him so cool. (Nakajima)



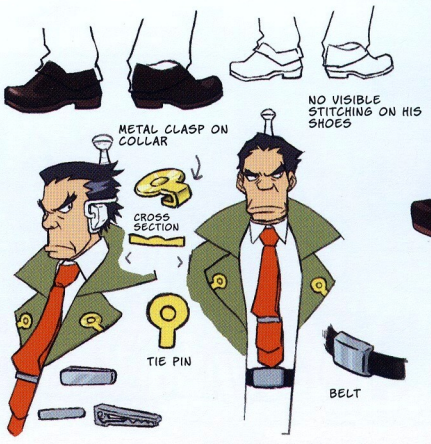


PROFESSOR SNAKE

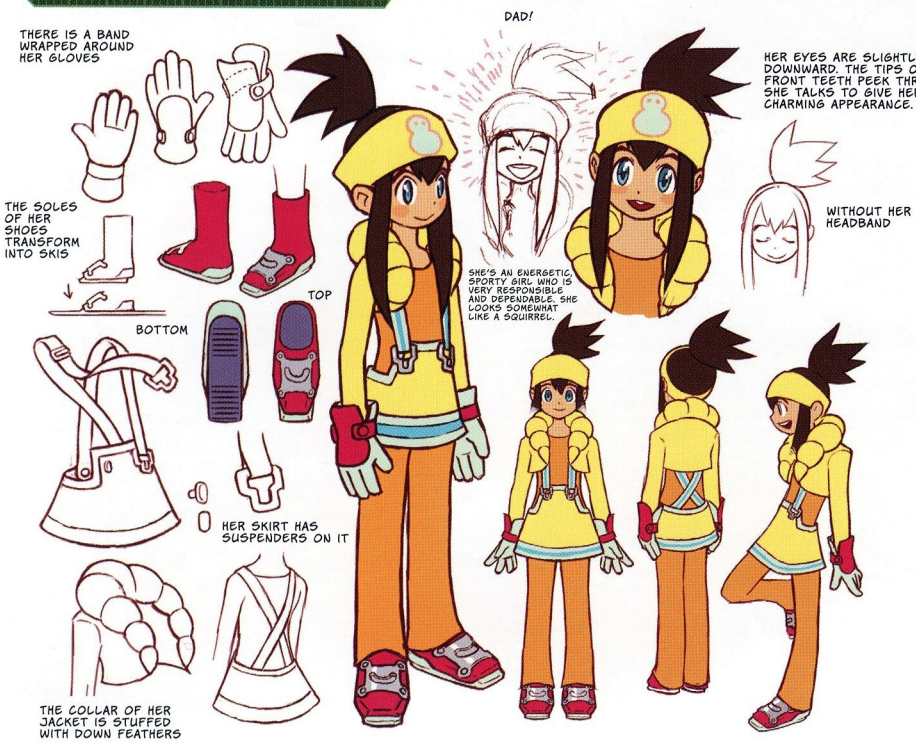


I initially had him looking much creepier and more snake-like, but I was told he needed to be more approachable, as he would be teaching people about the nature of snakes. That's why I turned him into a more friendly-looking old man, who looks like he knows what he's talking about. (Nakajima)

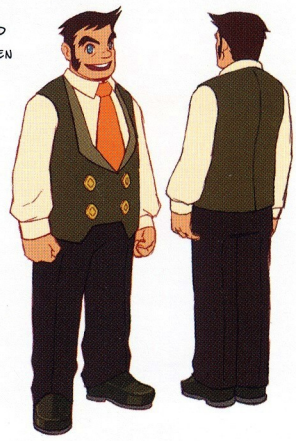




AMY GELANDE



MR. GELANDE

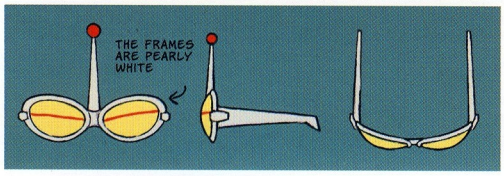


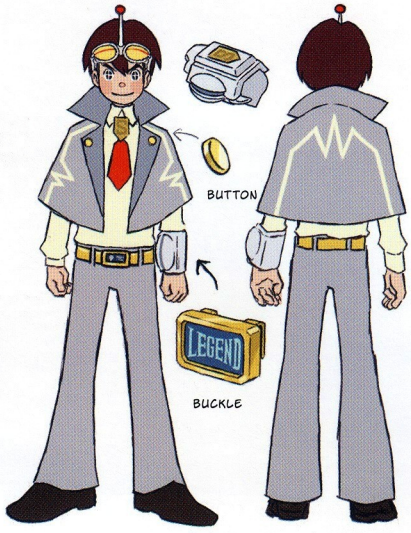
Amy was described to me as a petite girl, sporty and cute like a squirrel. This made it quite easy for me to picture her in my mind. For Amy's father, I just drew an older male version of Amy. They both have a snow tan. (Nakajima)

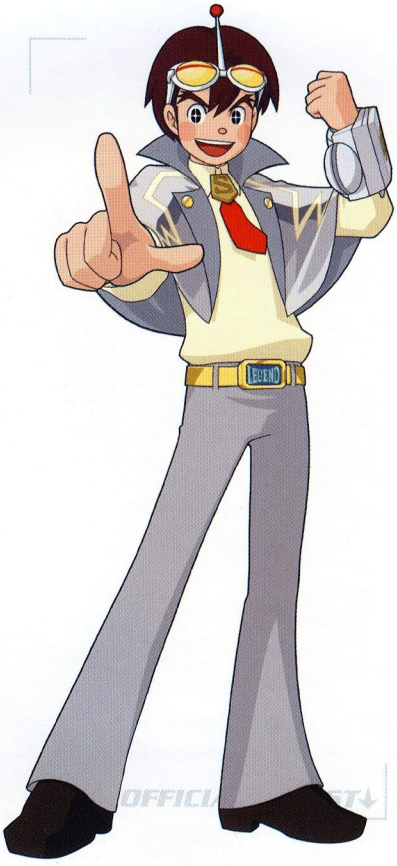
LEGENDARY MASTER SHIN



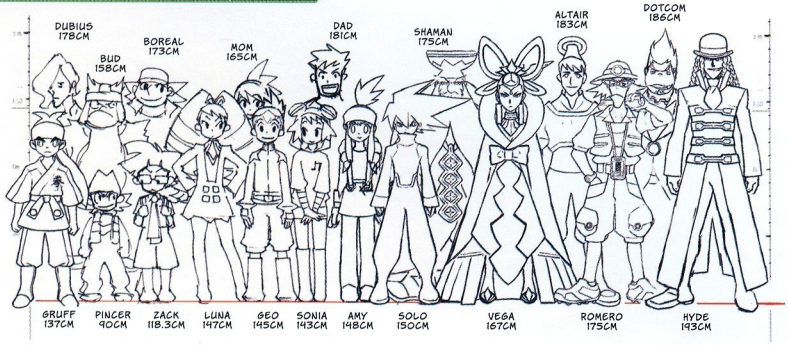
Legendary Master Shin is a character who appeared in CoroCoro Comics, and he is modeled after Kodama, the project planner. Legendary Master Shin has rosy cheeks, cute sparkly eyes, and is always dressed in nice clothes. I imagined him to be a sort of futuristic, well-bred clumsy hero type as I was drawing him. I've never asked Kodama how he feels about this particular design... (Nakajima)

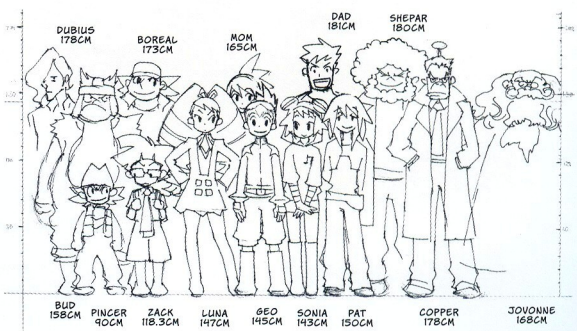




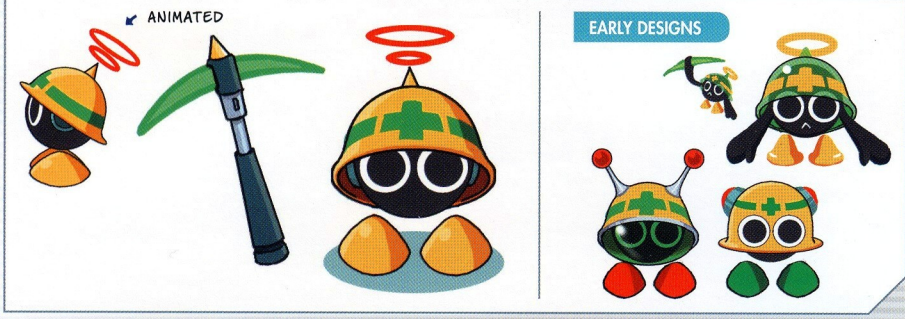


MAIN CAST HEIGHT CHARTS

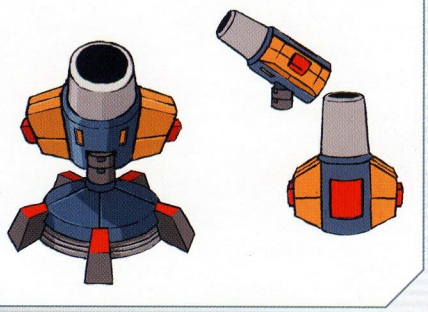




METTENNA



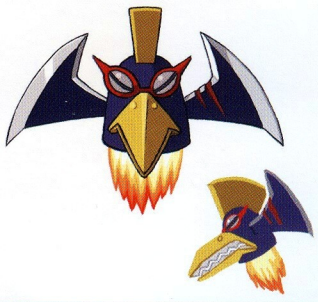
CANNON BASE



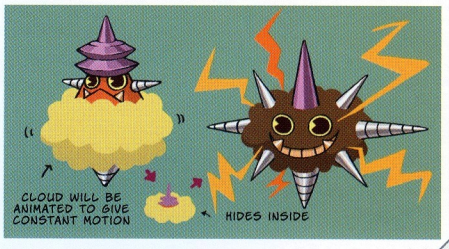
WIBBLEDEE



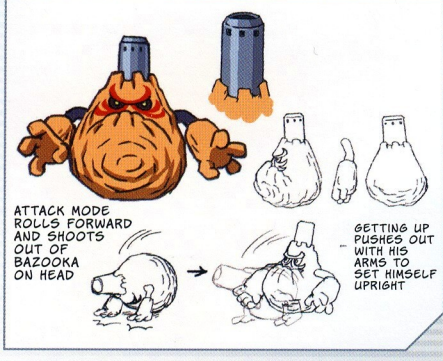
CROWCAR



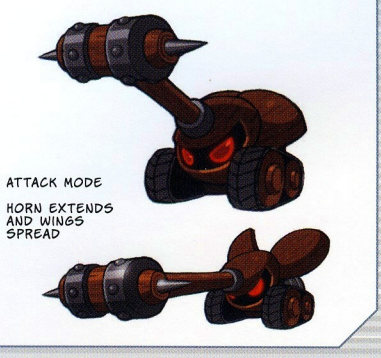
BOOM BOLT



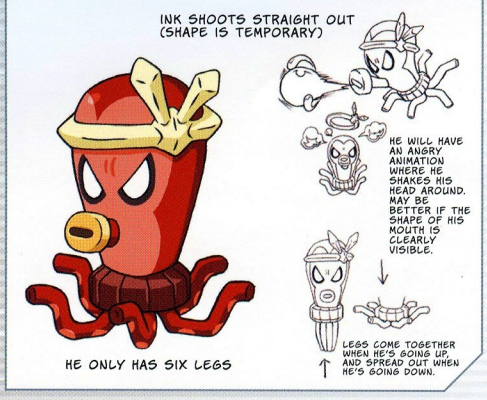
ROCKY



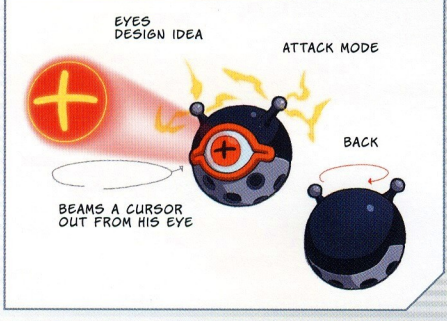
RHINO HORN



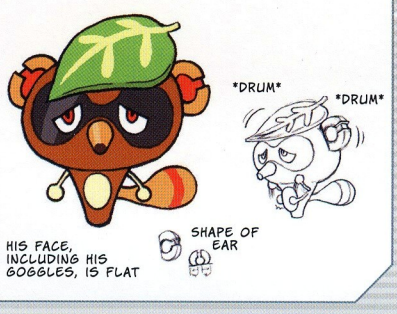
OCTO NINJA



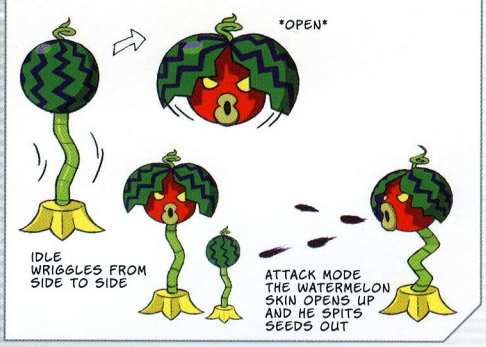
EYEZ



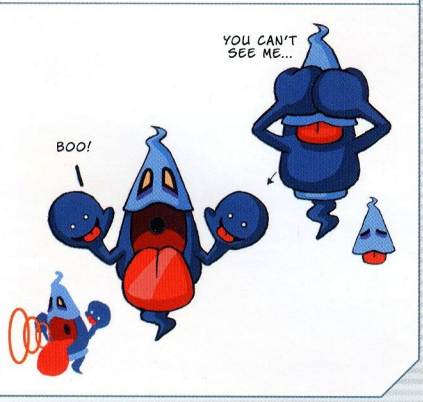
FOKX



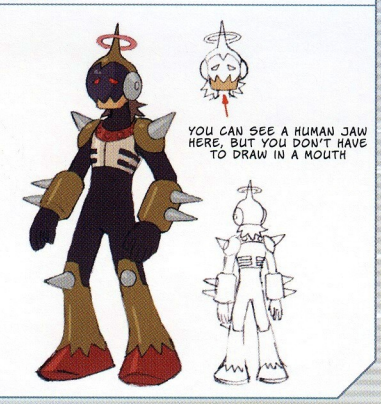
TROPICONGA



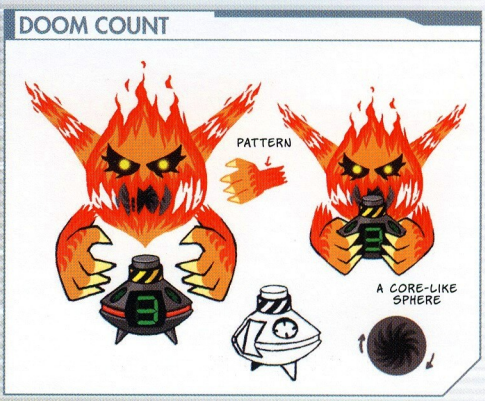
PEEKABOO



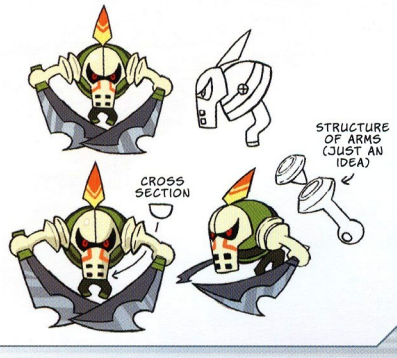
JAMMER



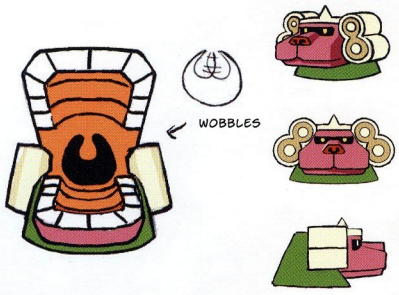
DOOM COUNT



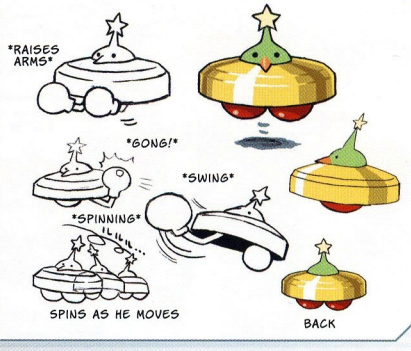
MCCLEAVER



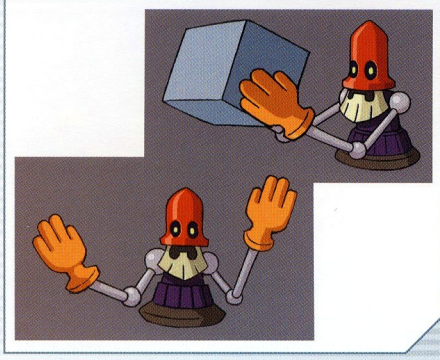
LUPELVIS



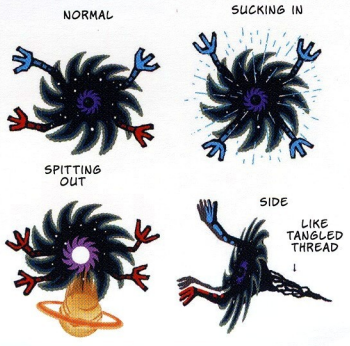
BELL GONG



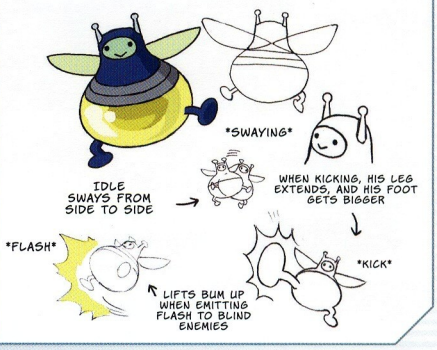
JUNK-O



GRABITY



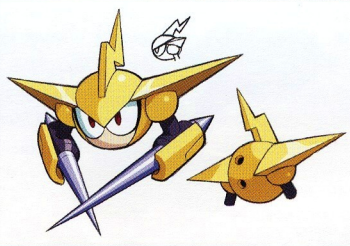
LAMPIS



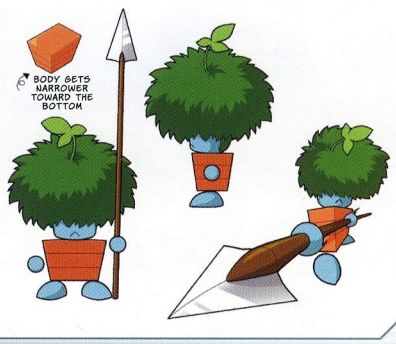
MAGERA



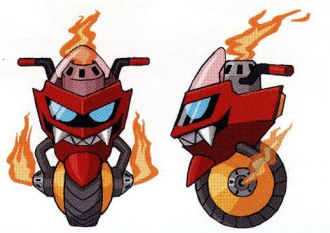
ZAP ACE



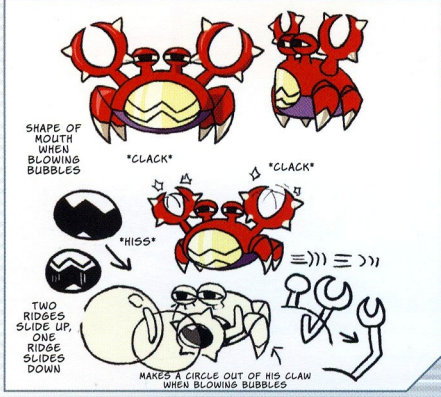
PRIVATE MOP



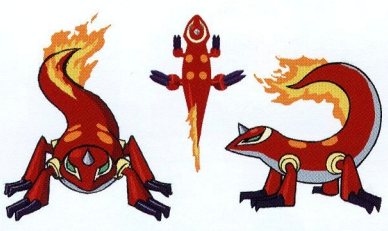
HOT ROADER



STREAM CANCRO



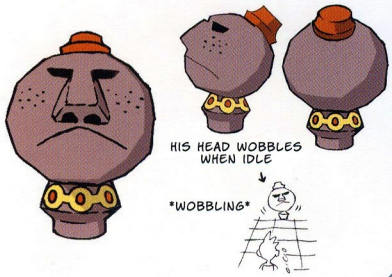
MELAMANDER



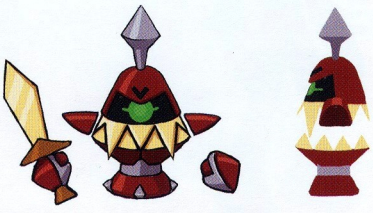
GREAT AX



MOAIAN



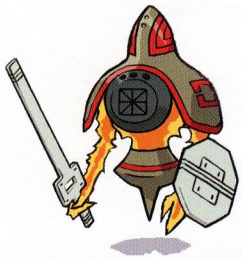
MONO SWORD



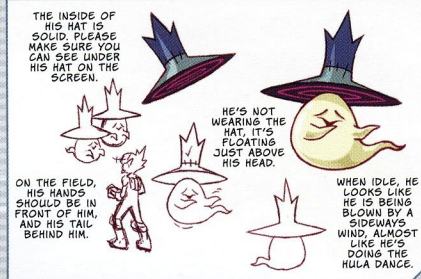
GOOEY



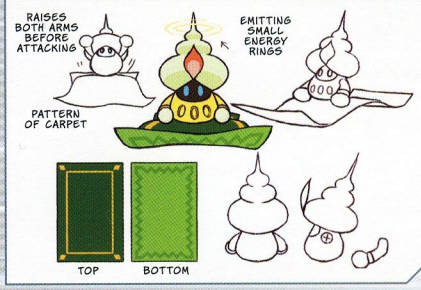
MURIAN



BOODACH



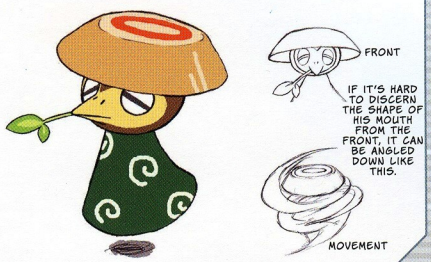
MATJINN



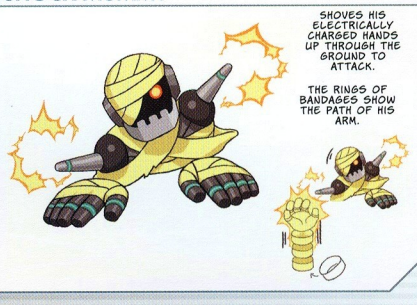
DARK REAPER



STORM



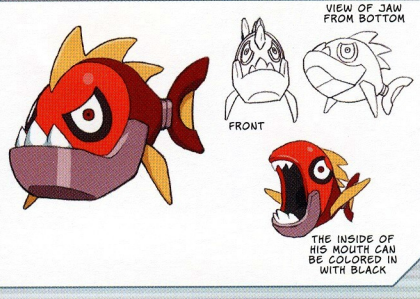
SHOCK MUMMY



SNOROLL



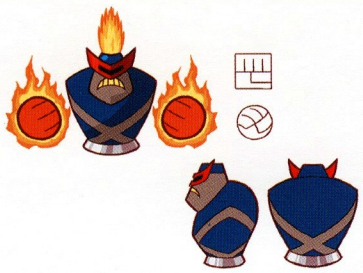
PIRAN



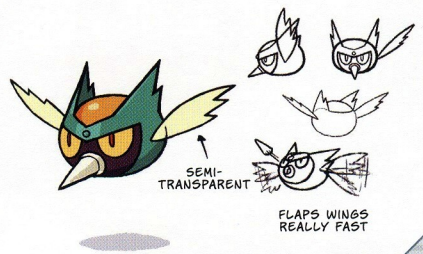
STEALTH



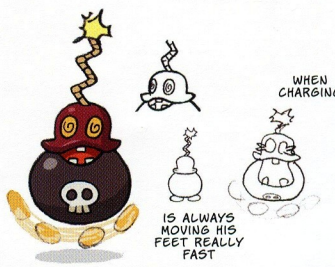
BOOM



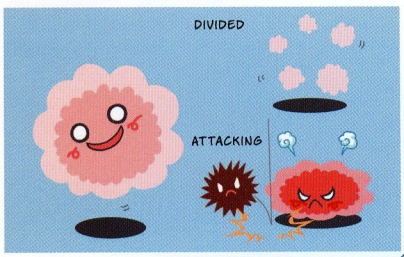
FLIT



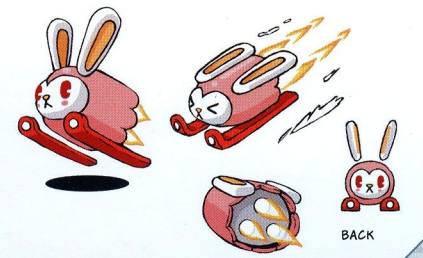
BOM



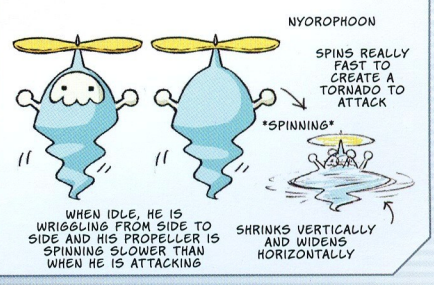
PUFF



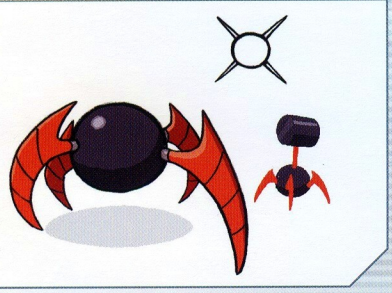
HARE JET



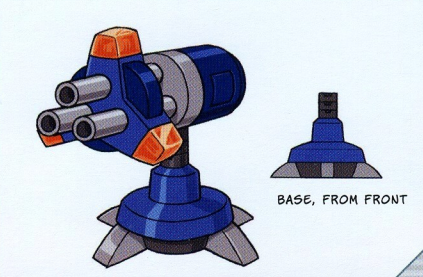
AIR SQUIGGLE



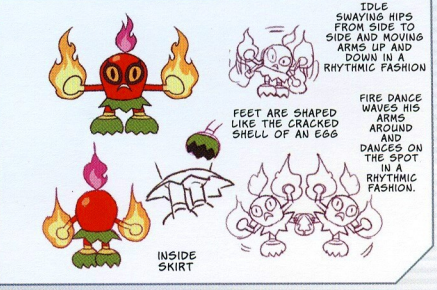
RAID



BASE MORTAR



BUBBA DANCE



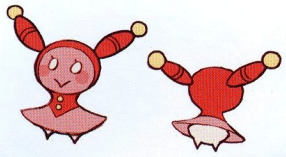
HERTZ, NAVI, AND MATTER WAVE DESIGNS

The Mr. Hertz design is a combination of various sketches I collected from the designers, planners, programmers, sound team, and design studio staff. He is a character that represents our entire team. In a game where you are constantly being attacked by scary bosses and mean viruses, it's nice to have at least one character that takes all of your worries away. (Ishihara)

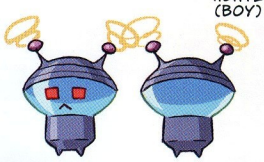
MR. HERTZ



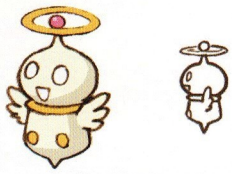
MRS. HERTZ



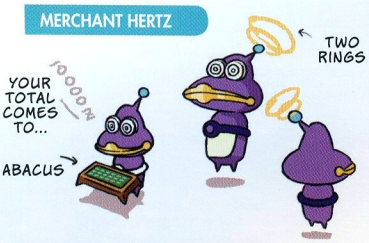
BRAINY HERTZ



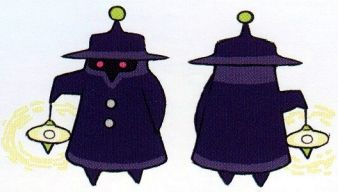
SKY HERTZ



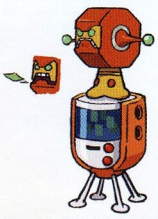
MERCHANT HERTZ



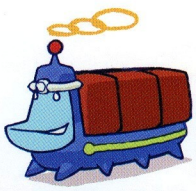
GUIDE HERTZ



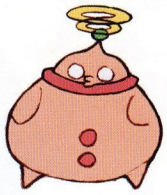
TRADE HERTZ



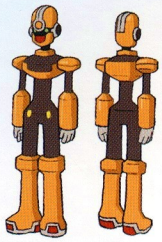
TRANSPORT HERTZ



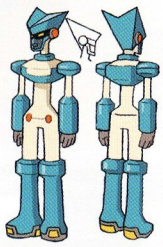
LARGE CAPACITY HERTZ



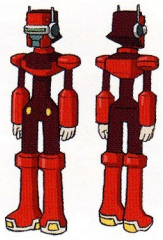
COMMON NAVI



COMMON NAVI (SPEED TYPE)



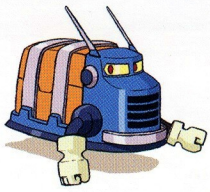
COMMON NAVI (FIGHTER TYPE)



COMMON NAVI (INFORMATION TYPE)



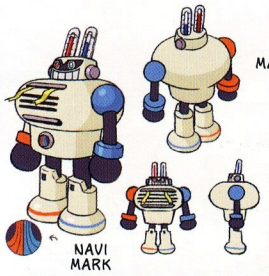
COMMON NAVI (TRUCK TYPE)



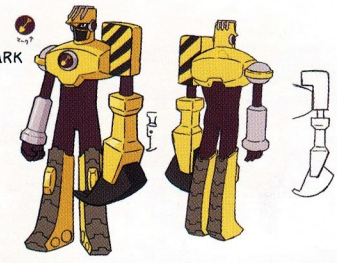
TRADEMAN



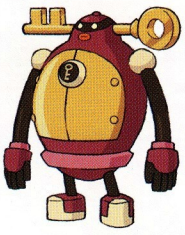
THERMOMAN



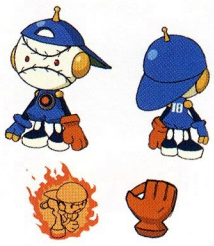
SHOVELMAN



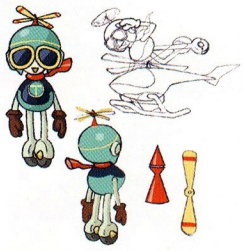
KEYMAN



PITCHERMAN



PROPELLERMAN



MR. MUSTACHE



PROJECTOSNOOT



GABBY GUIDE



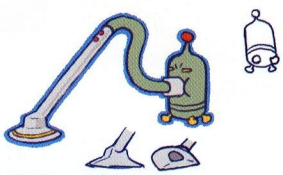
AUTO GUARD



MATTER WAVE BED



VAC MAC



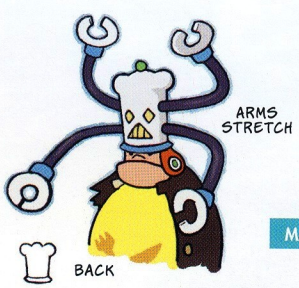
OLLIE



MR. TENT



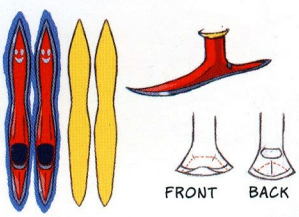
FILL-U-UPPER



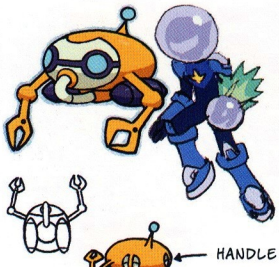
MATTER WAVE LIFT



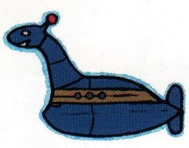
WELUVSKI BROTHERS



DIVEY JONES



FAKE MESSIE

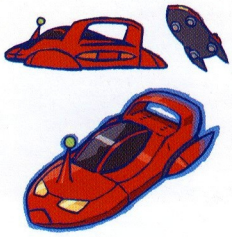




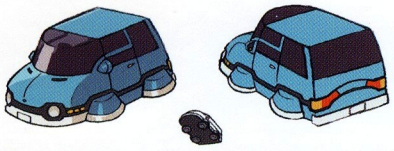
MATTER WAVE SCOOTER



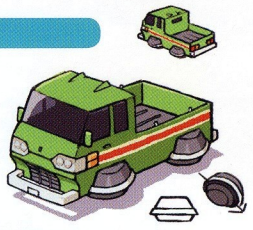
MATTER WAVE SPORTS CAR



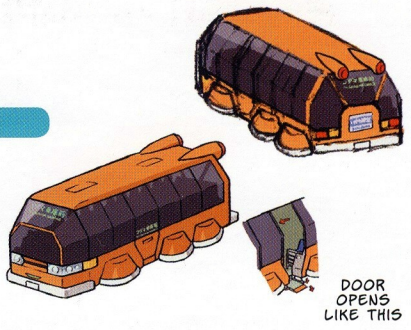
CAR



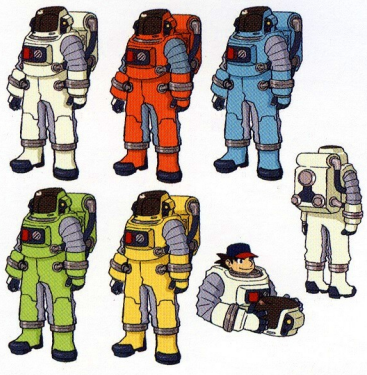
TRUCK



BUS

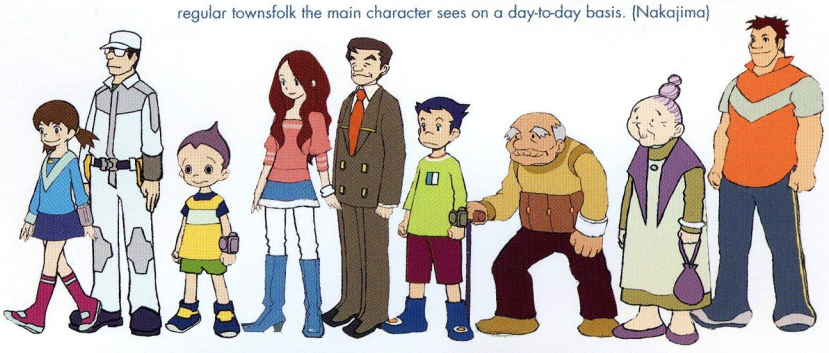


SPACESUITS

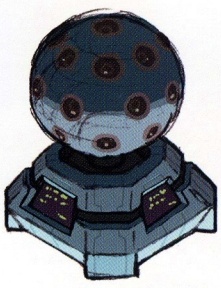


TOWNSFOLK

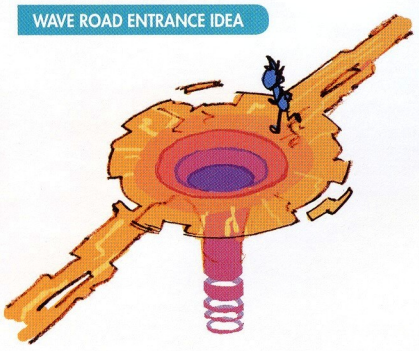
I wanted the townsfolk to look like a fun group of people, but I also didn't want to go too far with the idea of futuristic citizens. My personal favorite has got to be the old man with electrodes on his waist warmer. The townsfolk who show up at locations like the ski resort in "Star Force 2" and the beach in "Star Force 3" are a bit flashier than the regular townsfolk the main character sees on a day-to-day basis. (Nakajima)



HOLOGRAM PROJECTOR



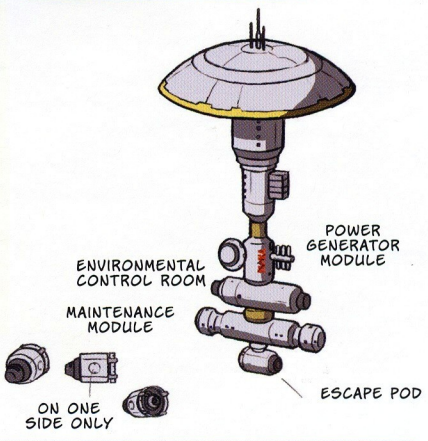
WAVE ROAD ENTRANCE IDEA



SKY WAVE ENTRANCE



SPACE STATION "PEACE"



COMMERCIAL BALLOON



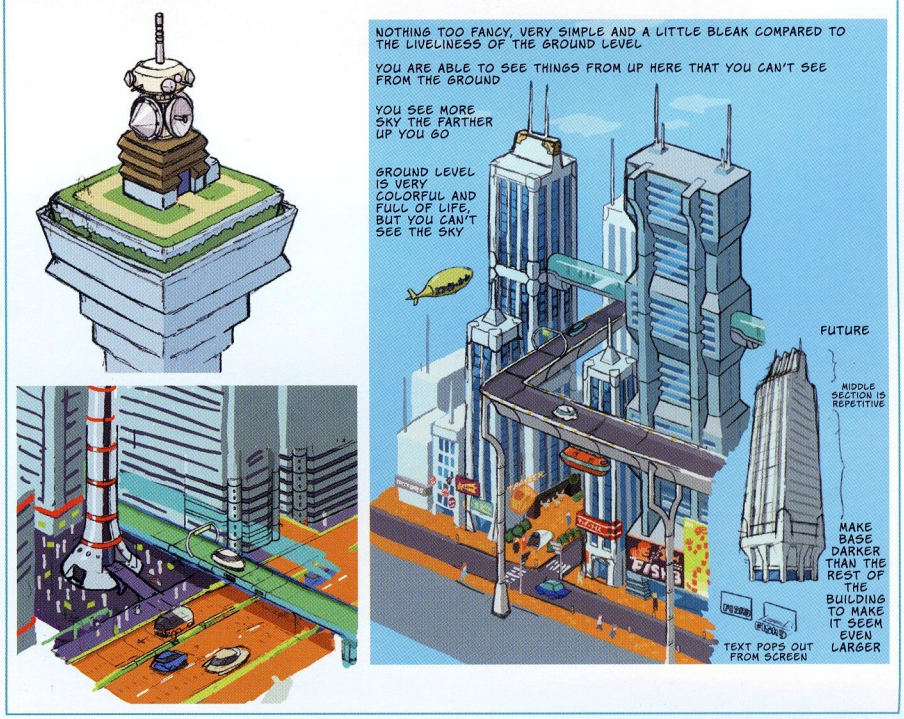
COMMERCIAL BALLOON POSTER



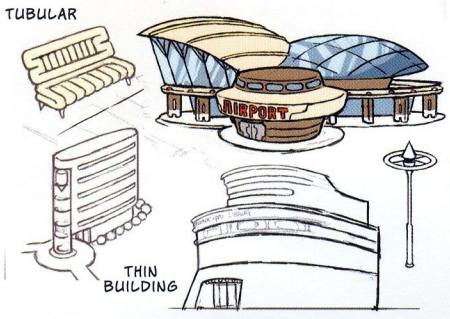
HOLOGRAPHIC GHOST

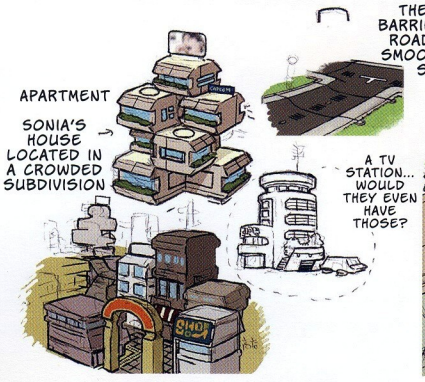


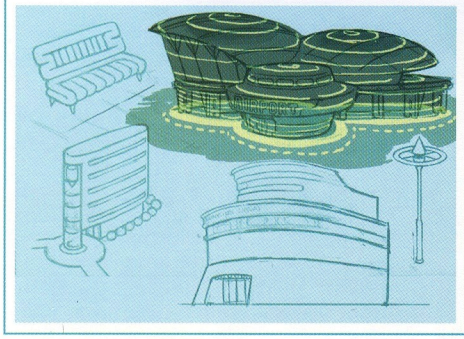
WILSHIRE HILLS



RESIDENTIAL AREAS

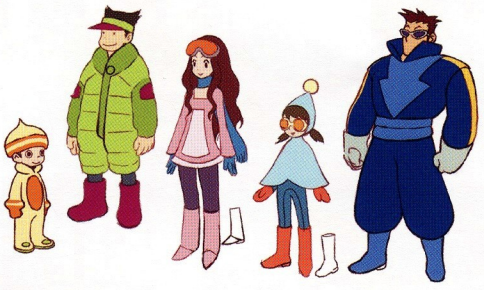




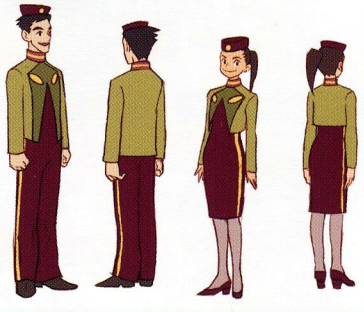


We wanted to improve on the realistic nature of the futuristic environment that is the world of "Star Force 2," so we actually hired a professional designer who specializes in such things. (It's almost surprising that we didn't hire one of those for "Star Force 1.") I was asked to sketch one or two pieces per area. I didn't have much experience with doing backgrounds at the time, so there was a whole lot of trial and error going on. The pixel artist was seated right next to me, but our workflow was pretty simple. I'd come up with a rough sketch, hand it to the pixel artist, and basically verbally explain anything that I hadn't actually included in my sketch. I'm a little embarrassed to have my terrible sketches included in a nice book like this. (Ishihara)

PEOPLE IN SKIWEAR



HOTEL STAFF



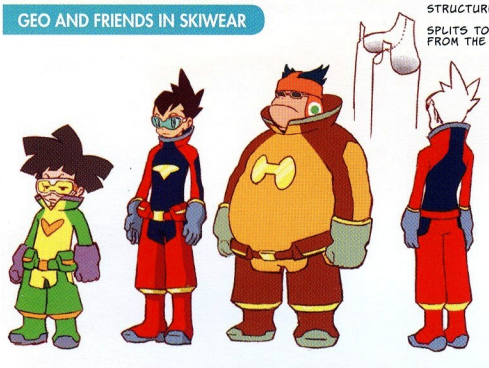
GRIZZLY PEAK



MESS VILLAGE



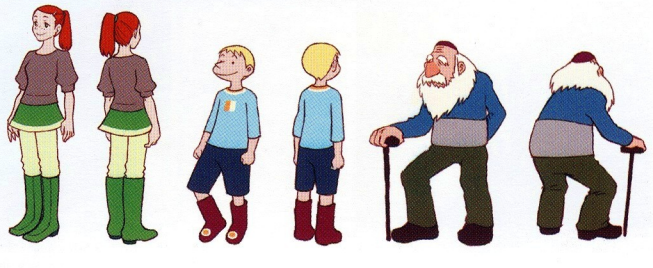
GEO AND FRIENDS IN SKIWEAR



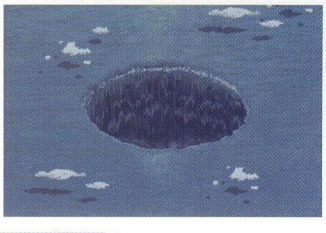
BROADCAST VAN



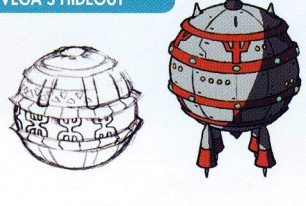
MESS VILLAGE RESIDENTS



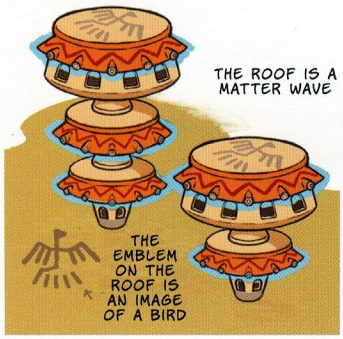
UNDERWATER HOLE



VEGA'S HIDEOUT

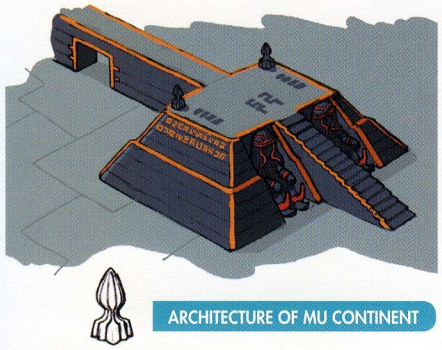


WHAZZAP RESIDENCES



PEOPLE OF WHAZZAP





ARCHITECTURE OF MU CONTINENT

MU FOLK

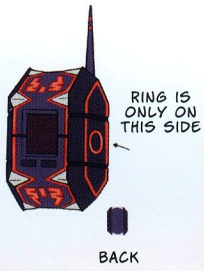


Since Solo has white hair, I decided that all of the people of Mu should have white hair as well. (Ishihara)

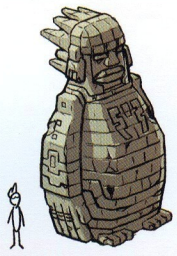
MU VASE



MU STAR CARRIER

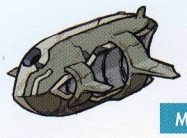


STONE STATUE

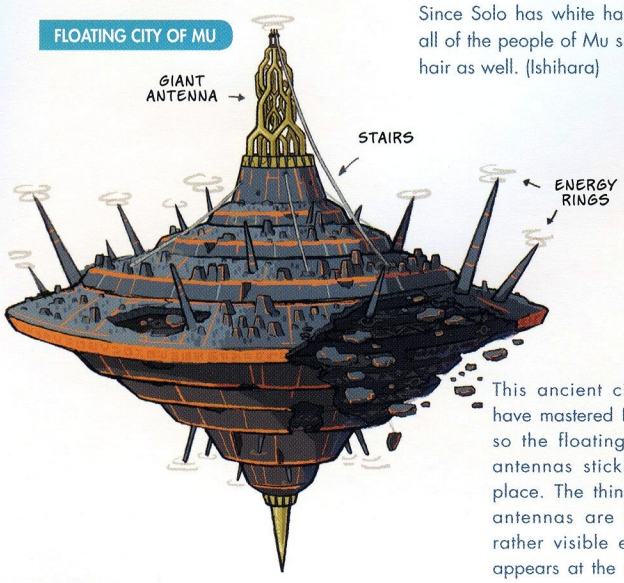


This is the result I came up with after being asked to create a statue that could be mistaken for both Solo and Bud. (Ishihara)

MU AIRCRAFT



FLOATING CITY OF MU



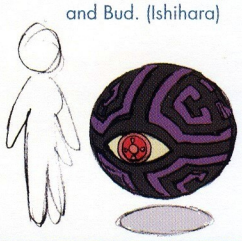
This ancient civilization seems to have mastered EM wave technology, so the floating city has numerous antennas sticking up all over the place. The things at the tips of the antennas are not propellers, but rather visible energy rings. Le Mu appears at the top of the giant gold antenna in the center. (Ishihara)

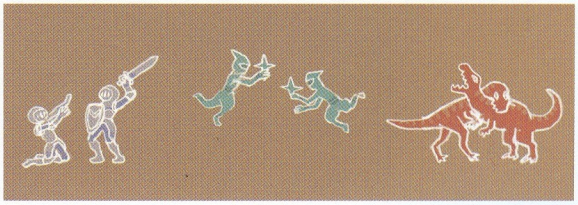
MU ALPHABET

A FEW LETTERS FROM THE MU ALPHABET (TOTAL OF 997 LETTERS IN ALPHABET)



KAMIKAKUSHI GENERATING DEVICE



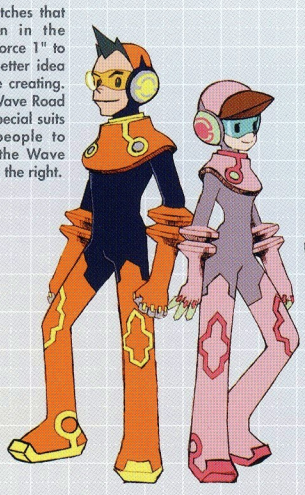


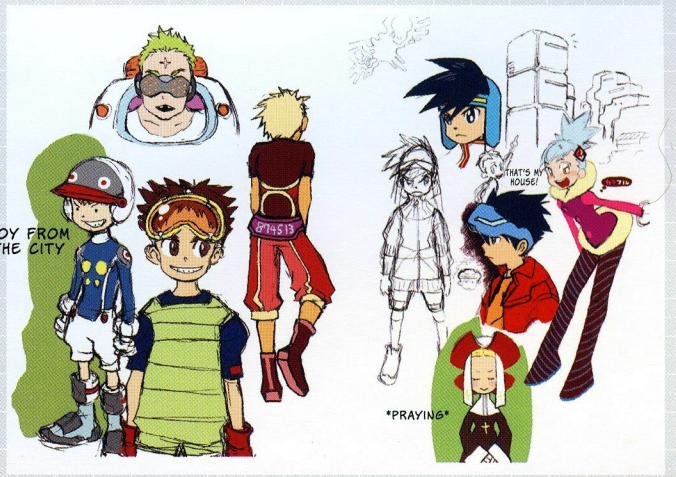
WHAZZAP FRESCO

WORLD CONCEPT ROUGH SKETCHES

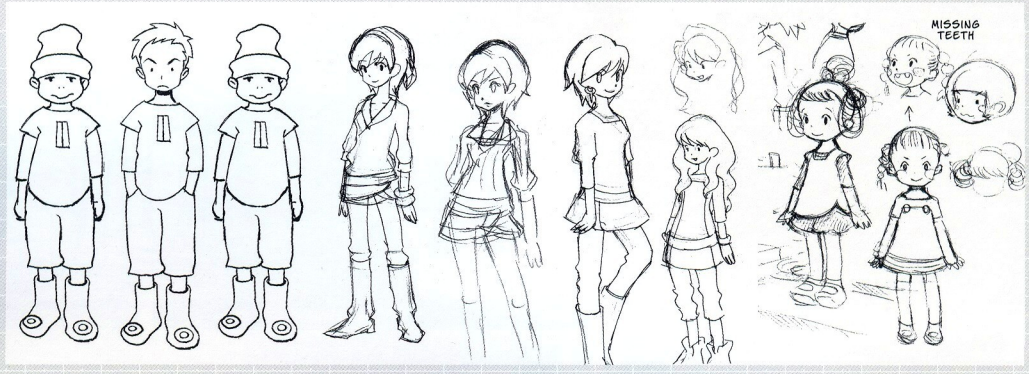
These are random sketches that were done early on in the development of "Star Force 1" to help everyone get a better idea of the world they were creating. When the idea of the Wave Road was being discussed, special suits were designed for people to wear when entering the Wave Road, as can be seen to the right.

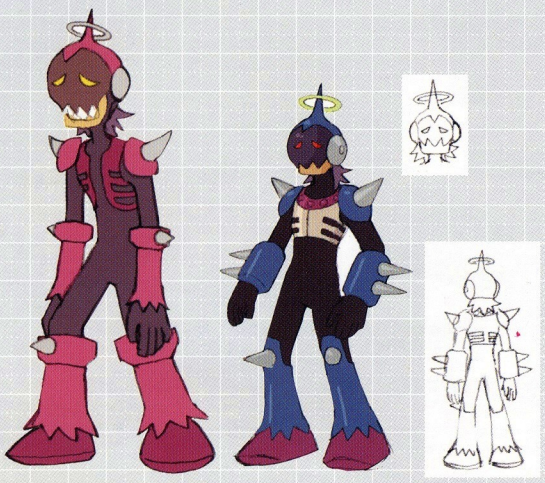






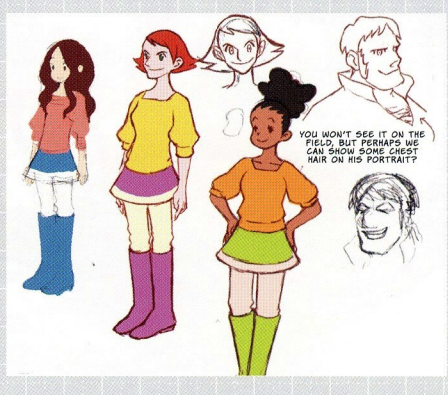












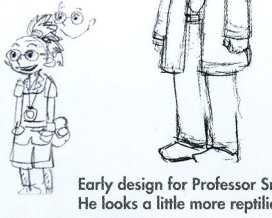


These four sketches were early designs done of Bob Copper. He looks quite dour and serious in these sketches...





These two sketches are early designs of Ken Suther.



Early design for Professor Snake. He looks a little more reptilian here.

Early design for Legendary Master Shin





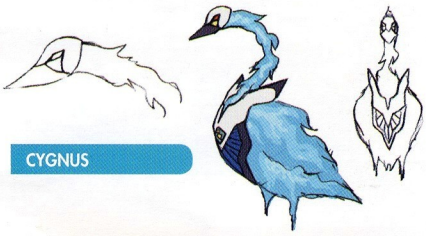




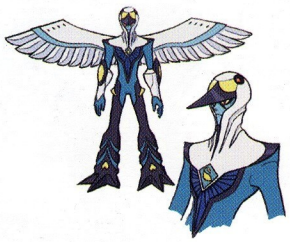
Early designs of the commercial balloon and poster.

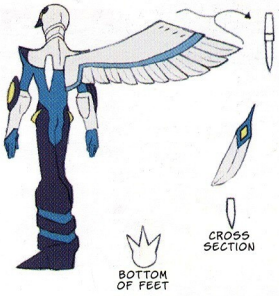
CYGNUS WING





CYGNUS

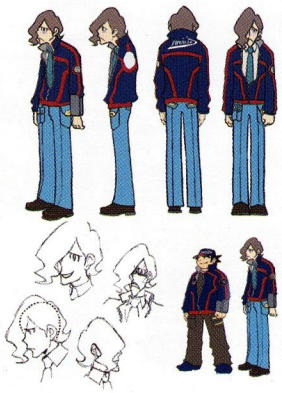




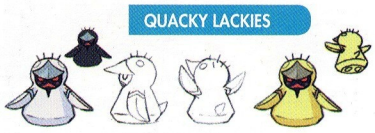
In contrast to Taurus Fire, Cygnus Wing has a very simple suit. I wanted to give the players a little visual variety. I was going for a smooth, cool look. I may have leaned a little too far toward the smooth end... (Ishihara)



TOM DUBIUS



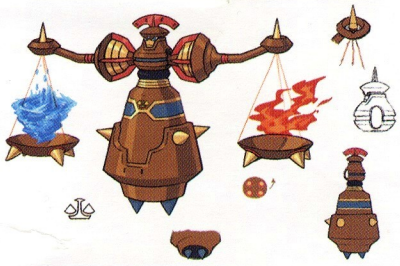
QUACKY LACKIES



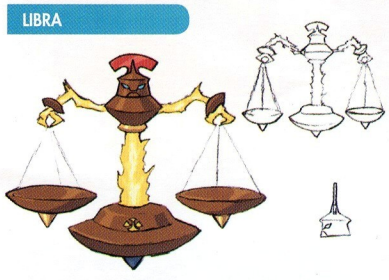


FLAPPACK

LIBRA SCALES



LIBRA





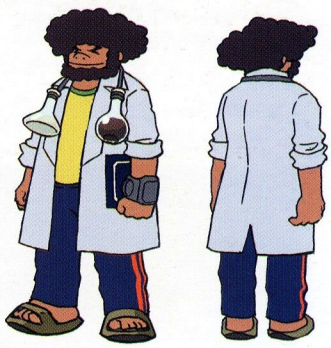
OFFICIAL ILLUST

It was decided pretty early on that this character would not take on a humanoid form. I took the shape of a balance scale and tried to make its design a bit unique. His belly sticks out a bit because I was trying to bring some of Shepar's features into this form. (Ishihara)





MITCH SHEPAR



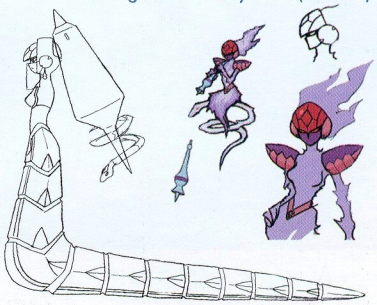
The flasks around Shepar's neck contain coffee and milk. (Nakajima)

QUEEN OPHIUCA





At first, Queen Ophiuca was designed as a snake charmer, but that turned out to be a little too boring, so I made her whole lower body a snake. The backstory of Ophiuca wriggling her way into the vulnerabilities created by emotions like anger and sorrow, coupled with her snake theme, make her a truly scary character. I also made her a little older to give her a sexy vibe. (Ishihara)



OPHIUCA

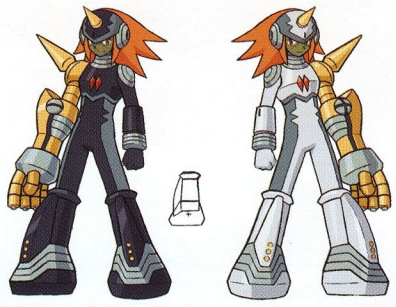


GEMINI SPARK



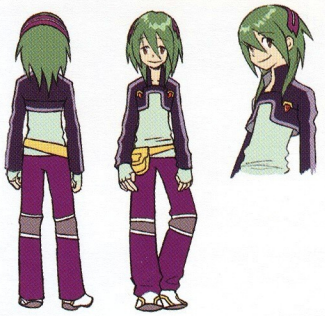


GEMINI



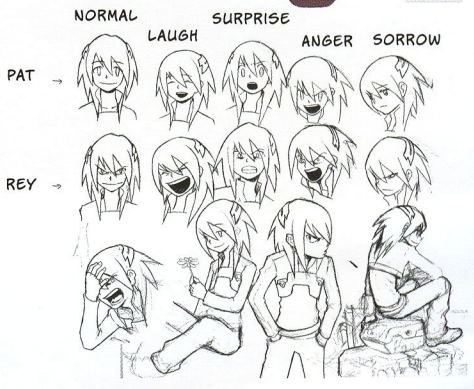
PAT AND REY SPRIGS





I gave them both short jackets to show their thin torsos and emphasize their unisex appearance. We tossed around the idea of making the headbands on the backs of their heads into Transers at one point. Once the designs were set, and I started working on the different facial expressions for these characters, they quickly became two of my favorites. I think that happens a lot. (Nakajima)





ANDROMEDA

It had been a while since I'd worked in 3D, so I got all excited and blurted out something like, "Let's make it transform!" Boy, was that a dumb idea. I basically just made more work for myself. Andromeda is a weapon, but in its second form, I gave it a humanoid face to give it a slightly divine (in a scary way) appearance. (Ishihara)



FORM 1







FORM 2

FM KING CEPHEUS

King Cepheus may be a child, but he struggles with feelings of suspicion and jealousy. To convey the idea that he is putting up a strong front, I gave him an oversized (adult-sized) cape and scary-looking throne. I'm not really sure why I made his armor look like a UFO. (Ishihara)

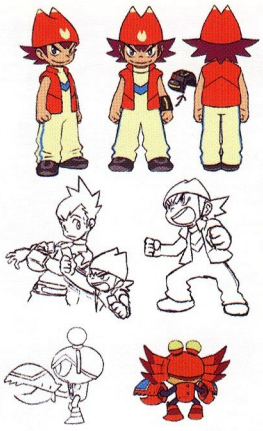






CANCER BUBBLE

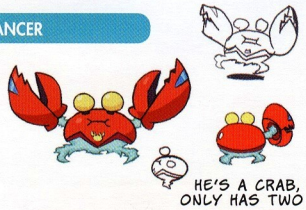
They asked for a short character, so I pictured Cancer Bubble as a mischievous little kid. Cancer Bubble basically looks like Claud just put Cancer on like a costume. Since his body is so small, I gave him big eyes to make him more memorable. (Ishihara)



CLAUD PINCER

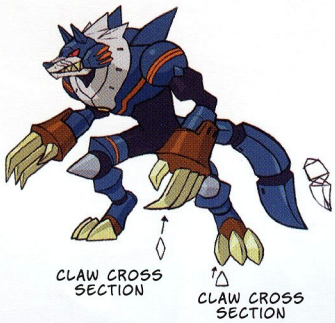


CANCER



WOLF WOODS





I went for a straight-up werewolf design. Komaki generously did the rough draft for this character. (Ishihara)

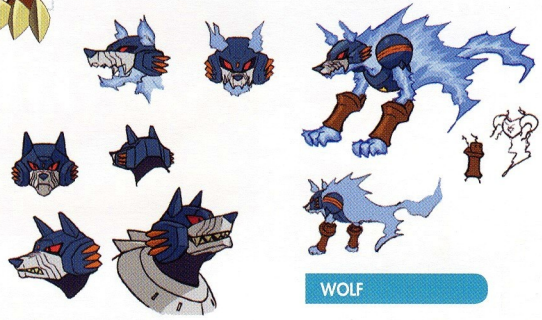




DAMIAN WOLFE

POWERED UP STATE





WOLF

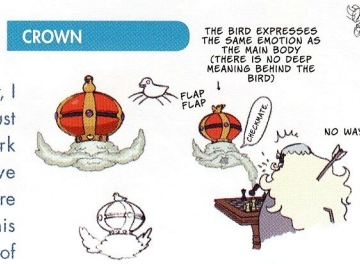


CROWN THUNDER



Since the majority of the story is so heavy, I wanted to make a character that was just totally silly. Taking a cue from Spark Mandrill from "Mega Man X," I gave Crown Thunder his own quirky little feature in the form of a little bird on top of his crown. I physically acted out the motions of the bird to make sure the animators got it right. (Ishihara)

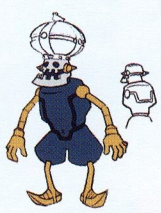
CROWN











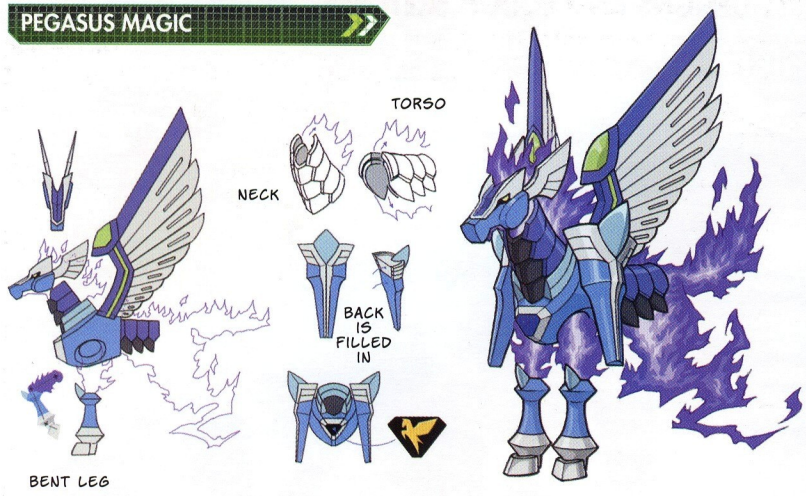


GHOST



JEAN COURONNE WELMOND JOUR JOVONNE XIV

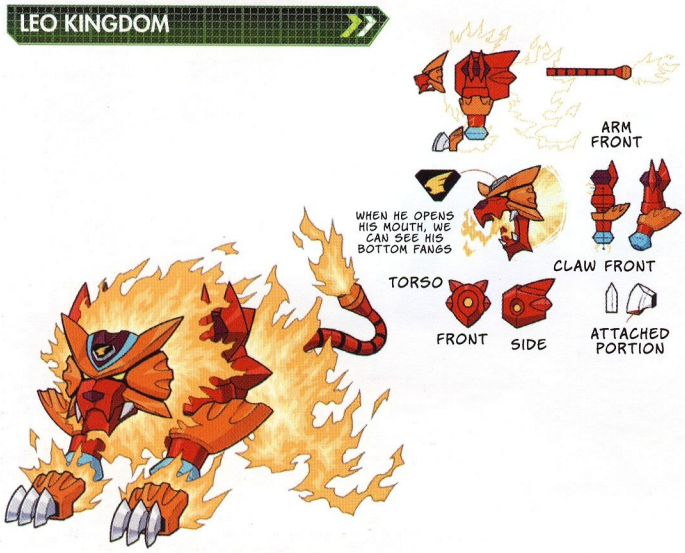
PEGASUS MAGIC





OFFICIAL ILLUST

LEO KINGDOM





OFFICIAL ILLUST

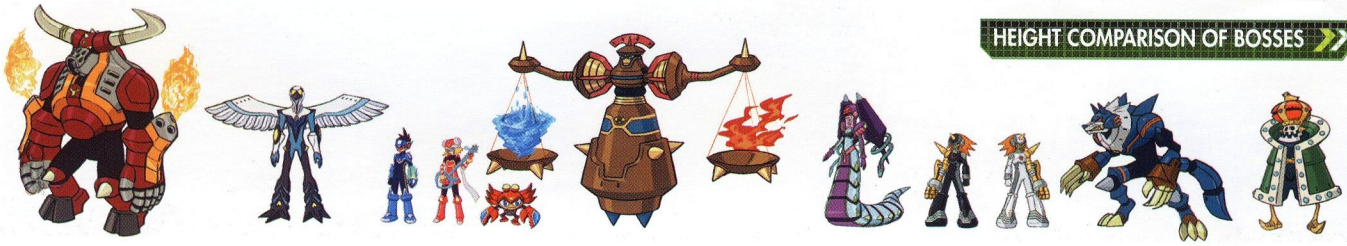
DRAGON SKY





OFFICIAL ILLUST

HEIGHT COMPARISON OF BOSSES



CYGNUS WING & TOM DUBIUS





WOLF WOODS



CANCER BUBBLE







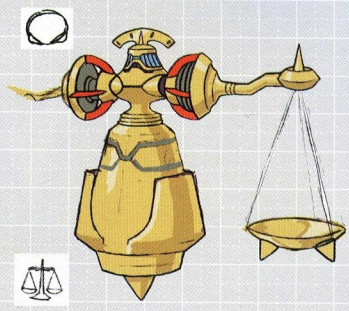
QUEEN OPHIUCA





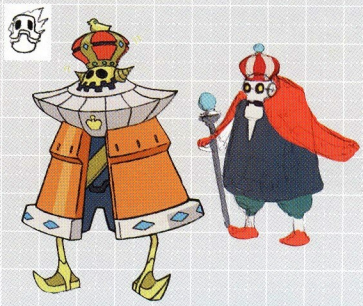
LIBRA SCALES





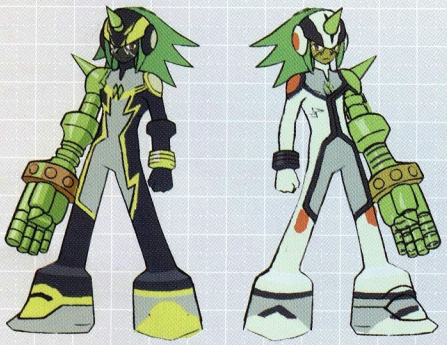
GEMINI SPARK & PAT AND REY SPRIGS





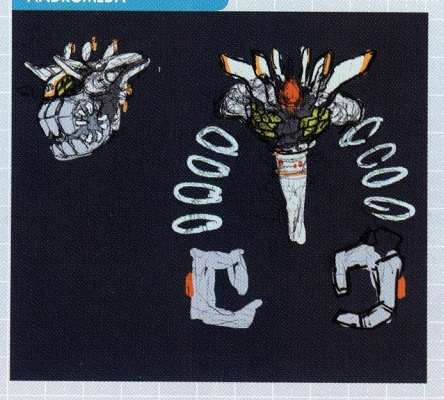
CROWN THUNDER & DUKE JOVONNE





For Gemini Spark, I wanted to try green as the main color to take a fresh approach to electricity-themed characters... but after much trial and error, we ended up settling on the classic yellow. (Ishihara)

ANDROMEDA



FM KING



SOLO

Solo carries a lot of pride when it comes to his people and his culture. I put a mark on his chest to bring in the Mu flavor, and the ancient-looking earrings are meant to distance him from other kids. He started looking more like a time traveler from the past, so I gave him futuristic pants to make him fit in with the rest of the game world. (Nakajima)





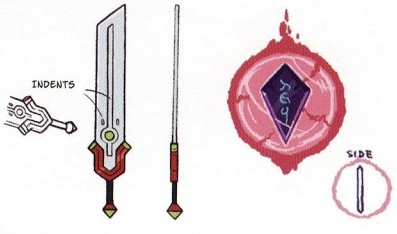
ROGUE

I tried to make Rogue's visor a shape that would be easy for kids to draw, but I think the semi-transparent look was actually more difficult for kids... still, I think the visor is pretty iconic, so as long as you draw this shape over his face, everyone will know it's supposed to be Rogue. The evil glow around his right hand can produce weapons like his sword. The red protrusions on his left arm and ankles are designed after the traditional armor of the Mu people. They most likely used these protrusions to hit their enemy in the gut, or to poke them in the eye. (Ishihara)

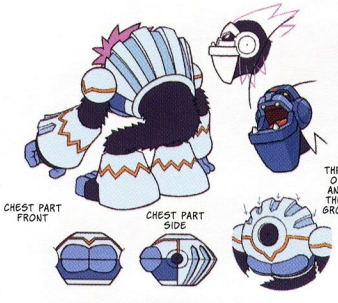




INDIE PROOF

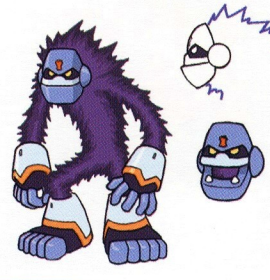


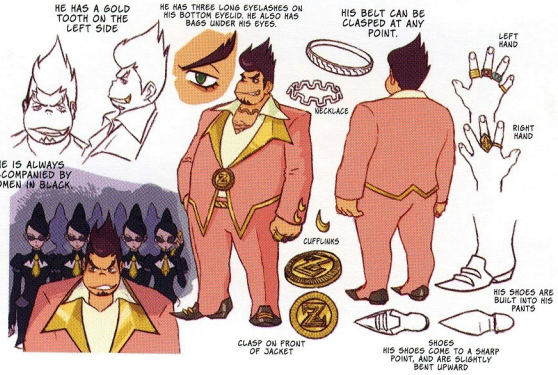
YETI BLIZZARD





YETI





RICH DOTCOM

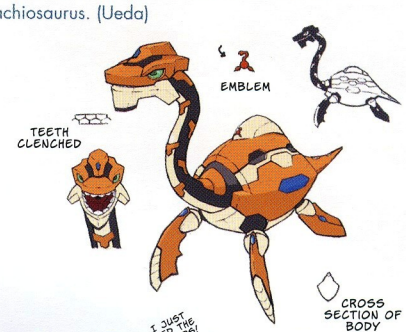


He's designed to look like a violent Bigfoot that tramps around wildly. Some people may associate Bigfoot with a gentle personality, but since it's Rich that merges with Yeti, I didn't want him to have any trace of gentleness. (Ueda)



PLESIO SURF

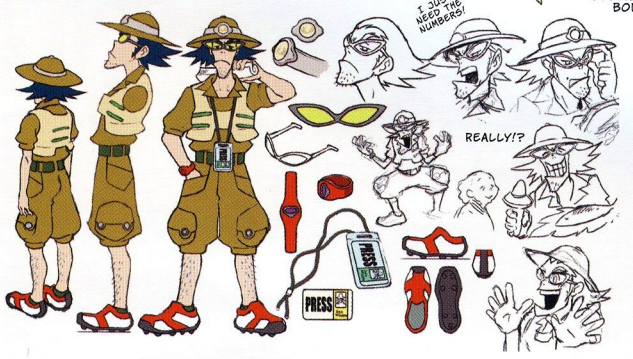
Since most of his body is not visible on the screen, I made it pretty simple. I designed his head to be the main attraction. His silhouette looks like the Loch Ness Monster or a Brachiosaurus. (Ueda)



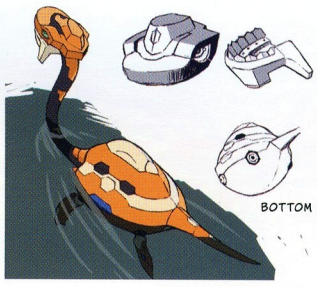


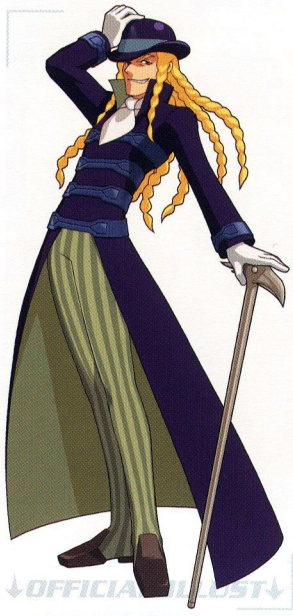
PLESIO





GERRY ROMERO







KUNG-FOO KID



KIDD GRUFF



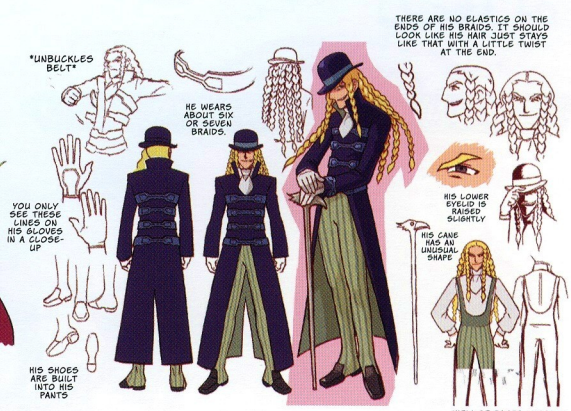
HYDE

I gave him lots of braids, four belts on his torso, and a queer expression on his face to make him as creepy as possible. (Nakajima)

DARK PHANTOM

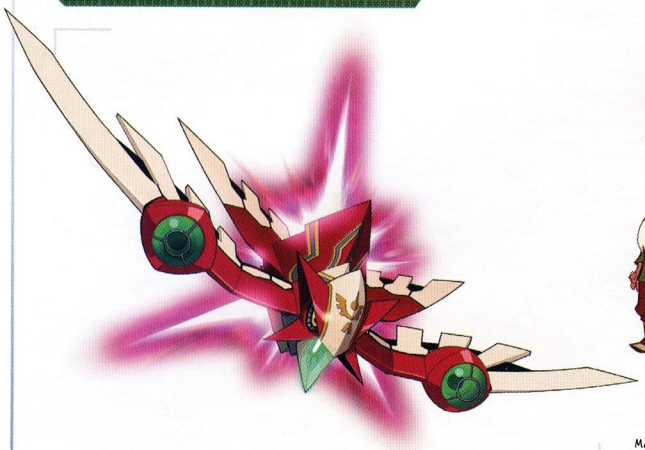
We do the best we can to incorporate as much of the original submission as possible in fan-created character designs, but we simply could not include the bit about Kung-Foo Kid looking to avenge his parents, who were made into a goat stew. (Though I'd certainly love to work on a game like that someday.) I wanted to make the most of the goat theme, so I suggested that he should be really agile and hard to hit, but the player would get their chance when Kung-Foo Kid stops on a grass panel to hunker down and eat some grass. My idea didn't quite make it into the game the way I had planned, but Kung-Foo Kid still turned out to be a pretty awesome character. (Ishihara)





PHANTOM

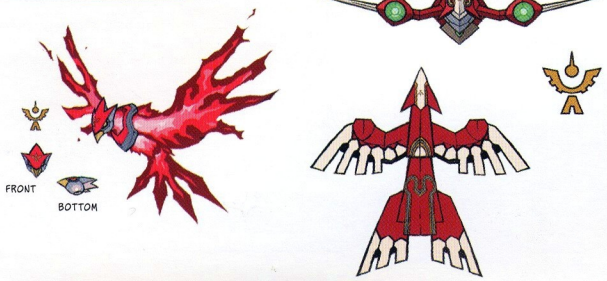
TERRA CONDOR

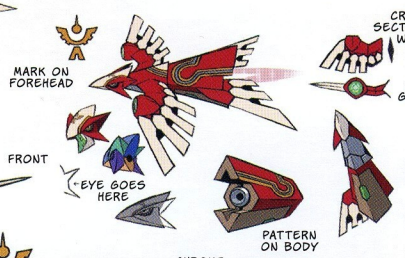


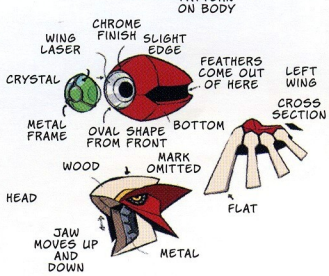


OFFICIAL ILLUST

CONDOR







WHAZZAP SHAMAN

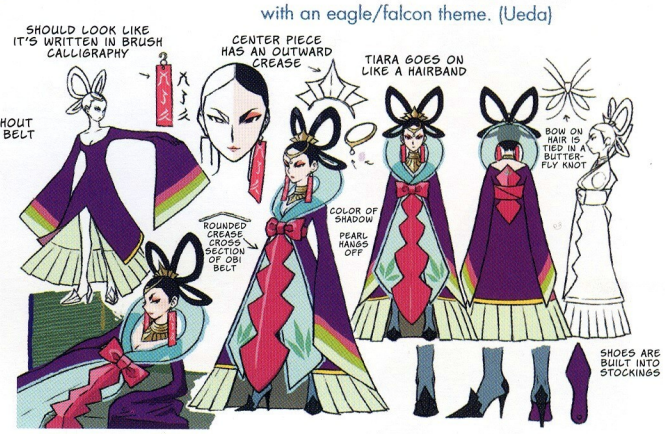
Terra Condor is designed to look like an OOPArt, perhaps an aircraft created by an ancient civilization. I realize that red seems like a strange color choice for a character whose main element is wood, but we didn't have any red boss characters at this point, so Terra Condor became our red boss. Terra Condor is supposed to be constructed out of wood, so the parts you see between his "feathers" are brown in color. I made his wings in the shape of reverse gull wings as an homage to the aircrafts and shooting stars of the ancient days. I designed the Shaman with an eagle/falcon theme. (Ueda)

DR. VEGA

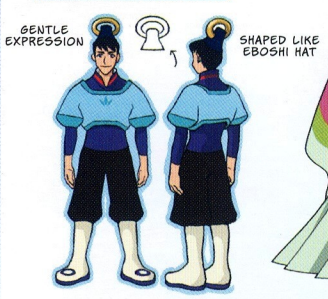
VEGA IN THE PAST







ALTAIR



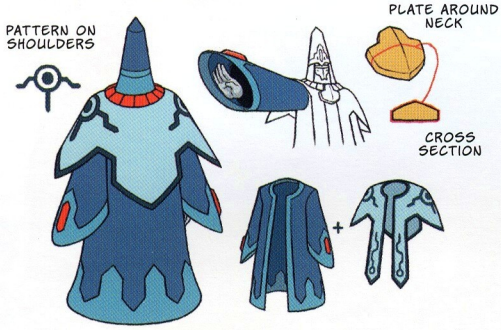
I always liked oriental designs, so this design came together fairly easily for me. In games like the "Star Force" series, where the characters appear small on the field screen and their portraits are static, we have to be really careful to make sure the character's personality, job, and role are clearly conveyed through their dialogue and actions. As designers, we help with this process by slightly exaggerating the visual aspect of the character's design. Of course, another reason for us to make the characters easy to understand is because these games are geared toward kids. (Nakajima)

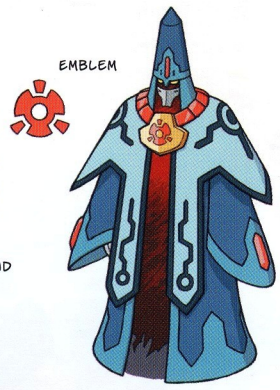
HEIGHT COMPARISON OF BOSS CHARACTERS

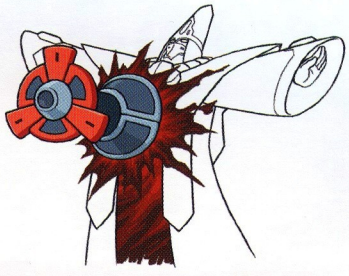


HOLLOW

A mysterious entity hidden under a heavy cloak. Because his name is Hollow, I imagined the inside of his cloak to actually be empty. That really added to his mystique. He's a high-ranking villain, so I gave him a fancy cloak and headpiece so that he would have the imposing presence of a high priest. (Ueda)







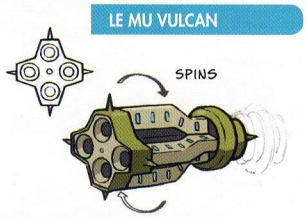


LE MU

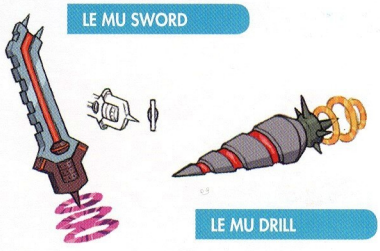


OFFICIAL ILLUST

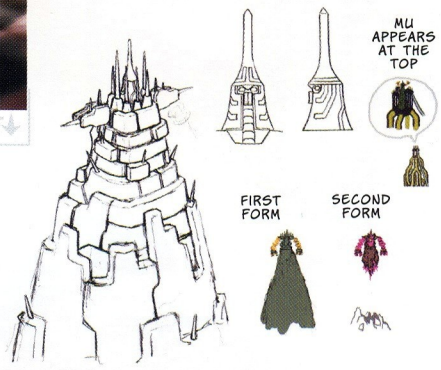
LE MU VULCAN



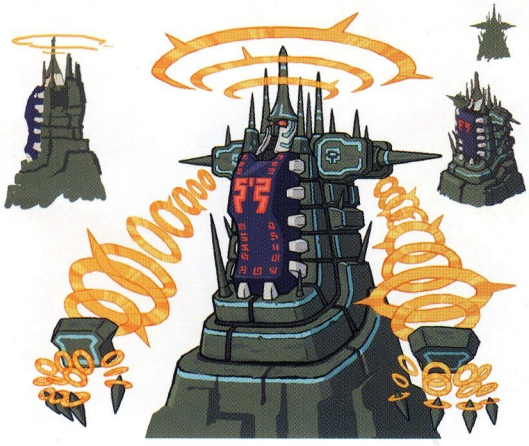
LE MU SWORD

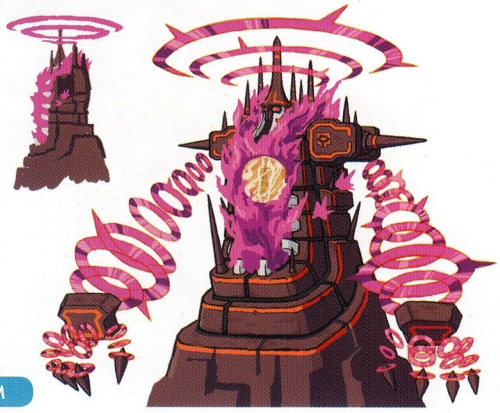


LE MU DRILL



The theme for Le Mu was "electromagnetic castle." To convey this idea, I put a bunch of antennas all over its base and used energy rings to connect its hands to its body. It also emits large energy rings from the top of its head. I just kept adding all kinds of little details to make it look worthy of its title as the final boss. This is a bit of trivia that I just remembered, but while I was working on Le Mu, the director mentioned something about making Le Mu the big daddy of all Star Carriers. The black part on its chest and the metal rivets holding it in place were my attempts at incorporating the appearance of Star Carriers into Le Mu's design. It was already a pretty complex character by that point, so I don't think this Star Carrier part stands out as much as it was supposed to... (Ishihara)



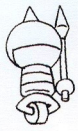


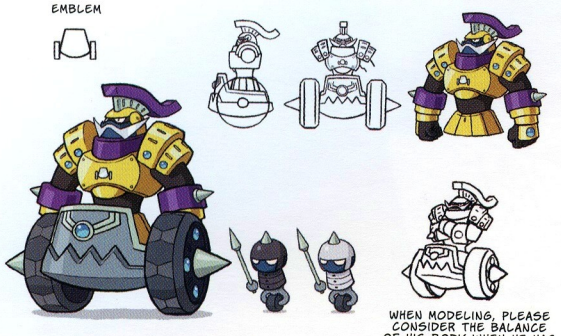
LE MU SECOND FORM

GENERAL AURIGA

Auriga has lower eyelashes on his face guard. I made his main color a bright yellow (it's not gold) because we didn't have any boss characters that were this color. I was hoping this color would make him a bit silly while still maintaining some level of seriousness. I had fun putting him into his old chariot. (Ishihara)







WHEN MODELING, PLEASE CONSIDER THE BALANCE OF HIS BODY WHEN HE HAS HIS ARMS CROSSED

OFFICIAL ILLUST

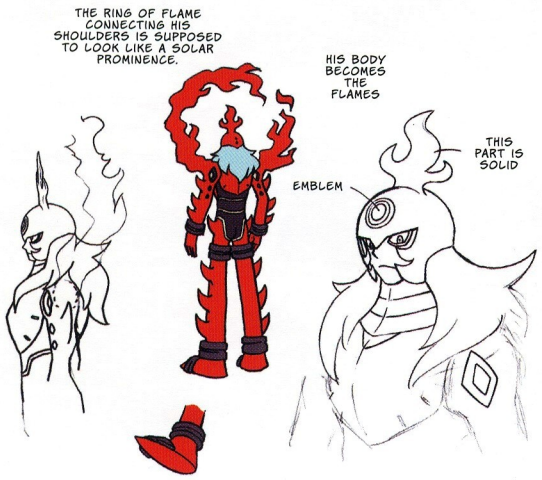
APOLLO FLAME

Being surrounded by flame is his default state. A guy who can stand calmly at the center of a whirling inferno is pretty intimidating in my opinion. I had Bishamonten in mind when I was arranging the rings of flame around his body. This is a pretty meaningless bit of trivia, but the black marks on his upper arms and knees are supposed to be sunspots. (Ishihara)



OFFICIAL ILLUST







SOLO & ROGUE







Early sketches of Rogue. At this point, his helmet appears to be based on the designs of ancient Incan crowns.



The original concept for Rogue was "a white-haired dark knight with archaic symbols all over his body." Rogue and Mega Man share a few common traits, like height, physical build, the unearthly aura around their arm, the visor, and the fact that they both have hair showing. I hoped that giving them so many common traits would make them seem more like equals (and thus, good rivals), which would make their battle scenes that much more exciting. The color scheme was something that the planner and I debated about right up until the end, since I have a tendency to lean more toward calm (or I guess you could say boring) colors. (Ishihara)







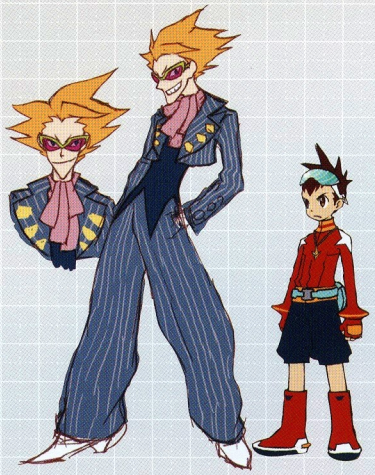


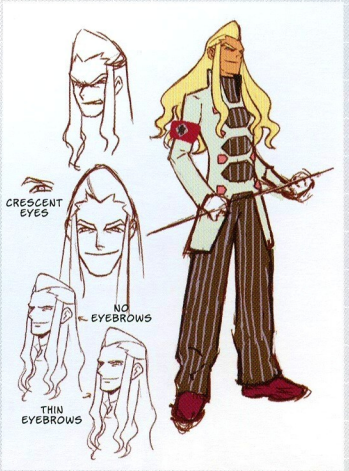
HYDE & DARK PHANTOM

There are many different sketches of Hyde's early designs, but all of them share that sinister smirk.



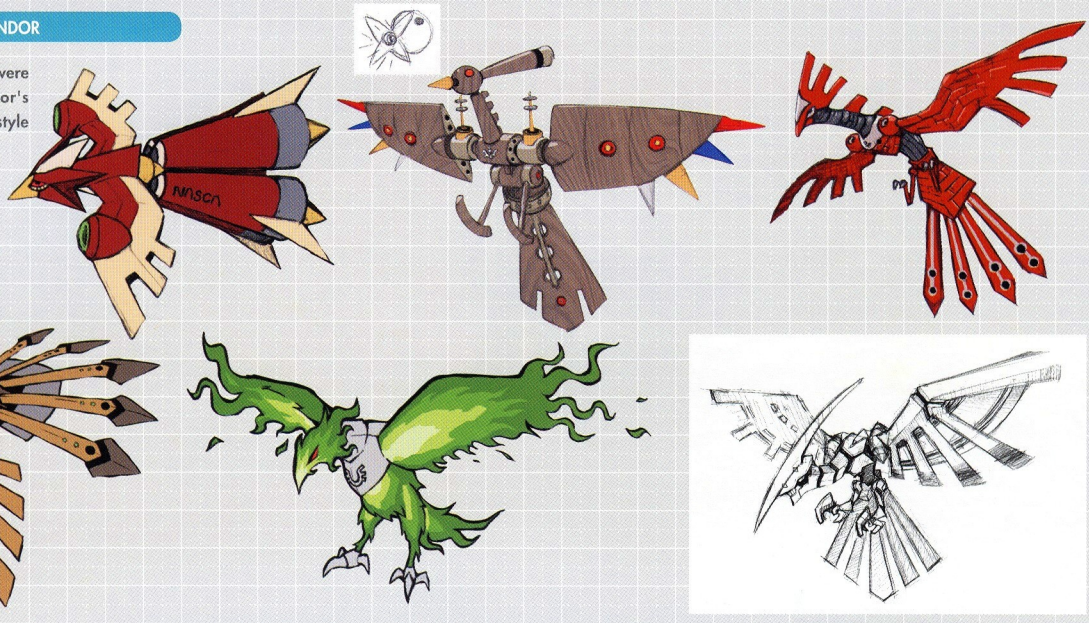






TERRA CONDOR & CONDOR

Several different designs were submitted for Terra Condor's "ancient flying machine"-style appearance.

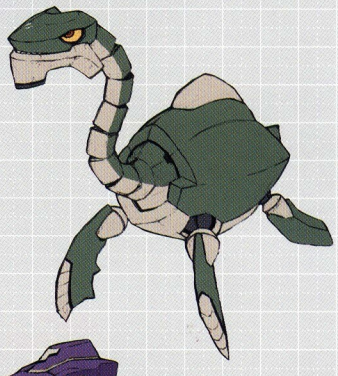


YETI BLIZZARD

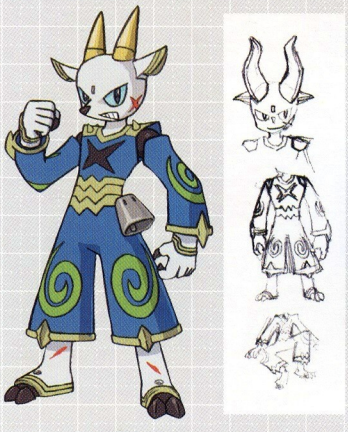
The draft on the left looks more like a sasquatch than a yeti...



PLESIO SURF



KUNG-FU KID



HOLLOW





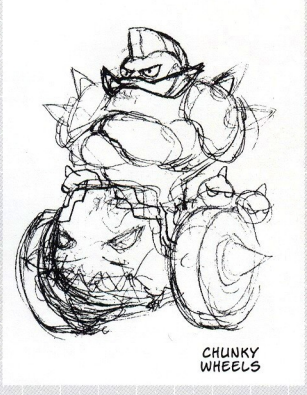
APOLLO FLAME

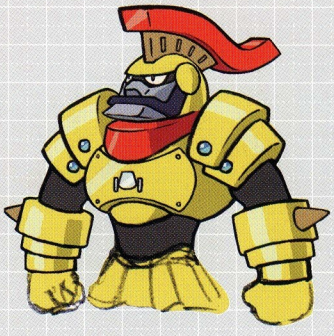


DR. VEGA



GENERAL AURIGA





Special illustrations done by the "Star Force" staff and other "Mega Man"-related Capcom staff members.





"Mega Man Star Force" illustration: Akiko Nakajima



"Mega Man Star Force 2" illustration: Yuuji Ishihara



"Mega Man Star Force 3" illustration: Keiji Ueda



I HAVEN'T WORKED ON MEGA MAN IN A LONG TIME, BUT I DEFINITELY LOOK FORWARD TO MY NEXT OPPORTUNITY TO DO SO. I PRAY THAT THE SERIES WILL KEEP GOING STRONG. YOU CAN DO IT, MEGA MAN!
SENSEI

Illustration: SENSEI
SENSEI did some of the character designs and illustrations for "Mega Man X4," "X5," "X6," "Xtreme," and "Xtreme 2." SENSEI's most recent work is "Zack & Wiki: Quest for Barbaros' Treasure."

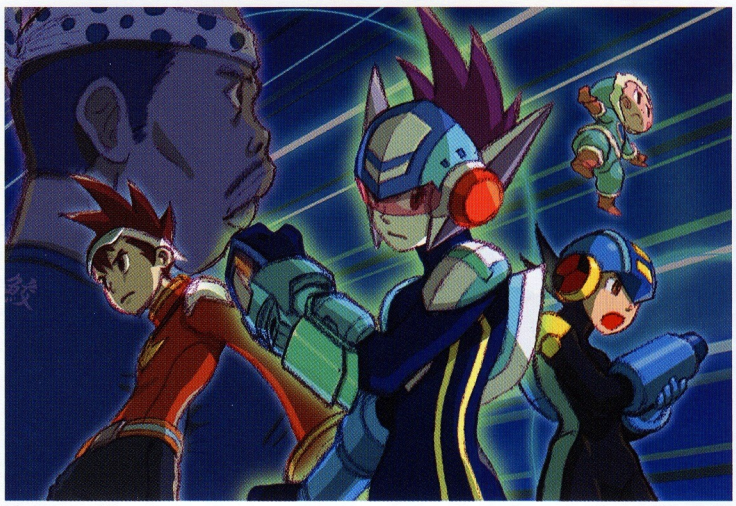


Illustration: Hayato Kaji
Kaji did some of the character designs for "Mega Man 4," "5," "7," "8," "Mega Man X," and "Mega Man Battle Network."



MEGA MAN FOREVER!!
I HOPE THE AWESOME AND ADORABLE MEGA MAN SERIES WILL GO ON FOREVER AND EVER...
TATSUYA YOSHIKAWA
2009.1.21

Illustration: Tatsuya Yoshikawa
Character designer and official illustrator for the "Breath of Fire" series, as well as "Mega Man X7" and "X8." Most recently, he was the character designer for "Devil May Cry 4."

VIDEO GAME ART BOOK
$39.99 U.S.

MEGA MAN™ STAR FORCE

OFFICIAL COMPLETE WORKS 流星のロックマン オフィシャルコンプリートワークス



Mega Man Star Force is the action-packed RPG follow-up to the popular *Mega Man Battle Network* video game franchise, which launched a whole new series of adventures for the Blue Bomber.

Mega Man Star Force: Official Complete Works collects the stunning artwork of every *Star Force* game, and features character designs, promotional art, rarely seen pieces, and plenty of creator commentary.

CAPCOM

© CAPCOM CO., LTD.
ALL RIGHTS RESERVED.
Licensed for use by
UDON Entertainment Corp.

Printed in Hong Kong.

UDON

An UDON ENTERTAINMENT Production
www.capcomcomics.com

ISBN: 978-1-926778-14-3
53999
9 781926 778143

CAPCOM

MEGA MAN™ STAR FORCE

OFFICIAL COMPLETE WORKS

流星のロックマン オフィシャルコンプリートワークス

